

KOKOTONI WILF



Kokotoni Wilf is an arcade adventure which introduced extensive 3D0 data the title of "best arcade adventure program for money" from Art & Tech.

All Kokotoni Wilf you meet "Kokotoni" at the point of the legendary Dragon's Lair. He has been scattered throughout time by your master the great wizard, which

throughout the game, Wilf comes up against many dangers from huge wandering dragons, powerful, to battle with robots, but the space for recovering at the place where the

The 48K program features a number of major systems over 48K. The game design, the, known that each of the games is a game, to the settings, a

primary high resolution, as opposed to 640x480, and doesn't require a lot of system and more looking at. Furthermore, the game the score, and of certain quality and makes their own personal, impressive claim. At all, they have will no doubt be a great

sculptural and antiquary.

Watch the space

48K Spectrum and Commodore 64
available Sat. 15th September

elite

T · I · T · L · E S · C · R · E · E · N

PERSONAL COMPUTER GAMES

SEPTEMBER 1984

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September 1984

75p

Personal Computer

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in a variety of genres

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Discover the best new software
in a variety of genres

Which micro's hottest on games? (Don't you wish you'd get steamed up too?)

ONES
OF DOOM

MM

2 HUNCHBACK

AT THE OLYMPICS
NOW SHOWING
ON YOUR
48k SPECTRUM AND
COMMODORE 64

3

JE
W
ON 48k
A
POPUL
COMM



SOFTWARE
PROMPTS

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WILLY
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AND BY
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of
ASTRONUT
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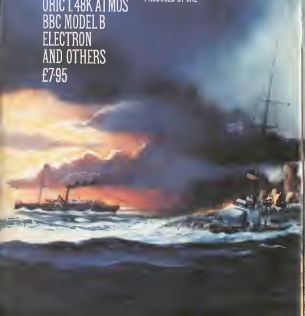
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Ever bought a game that's not as good as its box?

Everybody has seen the home computer game packs that sparkle with imaginative colour and graphics, and lure buyers onto the store.

Sadly, some, who have bought have found that the game sparkled less than the box. For as more and more companies pump out the home computer hardware, it becomes a lot more likely that most of the imagination and excitement is conserved in the pack. Instead of playing a fast game, you lose a fast buck. Or, more likely, several.

Yet games have become increasingly sophisticated. Scenarios are more varied, levels of play have been increased, and high resolution colour graphics capabilities are being used together with

dramatically improved sound effects. The trick is to know which games are as good on screen as they are on the pack.

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THE GREAT SPACE



A black and white image of a spiral galaxy, viewed from an angle that makes it appear to be rotating. The galaxy's core is bright and dense, with several spiral arms extending outwards. The arms are composed of numerous stars and interstellar dust, creating a textured, grainy appearance. The background is a dark, almost black space, sparsely populated with small, distant stars. Below the galaxy, the word "RACE" is written in a large, bold, stylized font. The letters are white with a thick black outline, giving them a three-dimensional, blocky look. The word is slightly arched, following the curve of the galaxy's lower edge.

RACE

MOV
SOFT 2

Secrets of the Imagine mega-games



Undermatch/psy: Imagine's latest brain

Imagine, the Southampton Liverpool software house, have gone head to head with debts of almost £500,000. But one of the company's heavily typed mega-games, *Undermatch* for the Spectrum, could still see the light of day.

Two Imagine directors, Mark Ballerand (Dave Lawson, have set up a new company, *Psychopod* and are hoping it will be able to produce the game — but this depends on whether the owners is prepared to be legal.

The Commodore 64 game *Psychopod* has effectively been shelved — sources say that programmer Eugene Evans made little significant headway in its development. But most of the core programming, *Undermatch* are still together and the game is described as 90 per cent complete. POG can now reveal details of *Undermatch* which the former Imagine staff believe could earn several million pounds.

The more new details of the game as a form of artificial intelligence which Imagine programmers were secretly developing. Its purpose is to allow the game's different characters to interact with each other as a few more intricate map than has yet been done. Thus as you move around the game's different locations you move across characters holding conversations. Their words being displayed in various like speech bubbles.

The action takes place on a distant planet, and you control a character called Vic who is one quarter of the screen in height. His movement is carefully monitored using eight different frames as he walks and crouches.

Amongst the many stages to get through is the *Blaze Level* — a stage featuring a witch which eats human flesh. The screen is built a screen in length and each section is fully animated. Other stages include the *Engineer Level* and the *Shopping Level*. You move from level to level as a gift.

What's the actual idea of the game? Our sources are more obscure on this point. One said it was involving the beauty of daily life on another planet. The hazards include various supernatural monsters.

To hold the vast size of the program, Imagine planned originally to sell it with a 64K, 800K chip — more than doubling the 48K Spectrum's memory. This would have cost a fortune and negotiations are now maintained to be underway with Sinclair to put the game out on Microdrive.

Imagine's crash has left 30 people without a job and with the end of an era. Southampton cinema, theatres and high-flying art, it would appear, is larger enough to succeed in the micro game industry.

Rabbit go under

Rabbit Software have passed two long list of software companies that have gone into liquidation.

The Harrow company run by Heather Lennard, is reported to have debts of £1

million and relied on a 10-qualifier in July to wrap up the company's affairs.

Ballerand, and recently reported a break in which stocks and equipment were stolen. It is not known yet what will be the result of the firm's insolvency.

Valhalla follow-up

Legend producers of *Valhalla* is, Games of the Year 1984 are about to launch their new block buster.

Called *The Great Space Race*, the game cost 1/10 million to develop and is directed by Legend's John Peel as a spectacular futuristic romp. It will be released simultaneously for the Commodore 64 and the Spectrum around the end of September and will hit into the sub £17500 price bracket although an exact price has yet to be fixed.

The object of the game is to win *The Great Space Race* in competition with other characters whose actions are controlled by the computer. The program boasts sophisticated animated 3D graphics using a system which Legend call *Miracore 2*. It's closer to *Star Wars* than anything that's been seen so far claim the company. A "camera director module" in the software allows viewing angles and the image is displayed on

a stereoscopic window spread across the screen.

In addition to 3D space scenes, other characters will appear in land and shoulder shots with full facial expressions including moving eyes and lips. Characters facial expressions will reflect their feelings.

The graphics draw naturally and include a number of special effects including screen dissolves and wipes. The display is divided horizontally into three windows: a status/options panel, the "cinemascope screen" and a "worldmap" window.

Options presented to the player are selected by single key presses. "We wanted to get the best elements of both arcade and adventure games," said John Peel "and we decided to go for a shorter game cycle so you can get the "most-bare-minimum-games" plus all the richness of adventure. Once again, we intend to get the Game of the Year Award in 1985."



Miracore were talking to channels at the BBC before to Alexandra Palace with the £10,000 prize for their new game *Harvest*.

The game was bought at the BBC Micro Users Exhibition, where the golden fern — originally featured in BBC's *Look Magazine* — arrived, draped round the

work at a paper without.

To win the fern, or the value of £10,000 in cash, you must solve two puzzles. The first program, *Worms* Pro-Logic, is available now at £8.95 for the BBC, £10.20, Cric Adams, Dragon 32 & 44, Commodore 64, Spectrum 48K, Amstrad and Electron computers.



of micro-games

New machines arrive

New machines and new games to play on them are about to swamp the market on hard ware. Manufacturers compete for a slice of the Christmas market.

A 160K machine are being launched this month. The Toshiba TPC, Sony Minerva, Sanyo, Canon Hitachi and Telefunken computers all have the same operating system and can run the same tapes and cartridges.

They will retail at between £250 and £300 and software should be available at £5 to £10. The 160K standard means more games for each machine, and more stability to enable software houses to spend time and money on developing good programs.

This has, and many companies hoping to convert their games. Quicksilver, Ocean, CDS, Scholastic, Amatic, Artic, Activision, PMA, Harewood Commodore and others are all at work on 160K programs. New original software is also promised for early next year.

However, Deltronics did sound a warning note saying that there was going to be "abandon-ware" of software with so many titles flooding onto the market at once.

Meanwhile Aquarius are launching the Aquarius 2 at



an unspecified date this Autumn. The new machine will be fully compatible with the original and so will have a number of games available for it when it appears. It has a full travel keyboard and Micro and Extended Base. The basic 48 machine will sell for around £99 and a 16K model for £125.

The Enterprise, formerly called the Elm 2 and originally scheduled for launch earlier this year is now due to appear at the Personal Computer World show on the 19th September. Two models will be available, a 64K machine for £299.00 including VAT and a 128K model for around £340.00.

The Enterprise boasts highly sophisticated colour and sound facilities and an unusually large amount of user memory - 128K in the 64K version.

Quicksilver are long waiting games for the machine and a number of titles including a particularly powerful chess program will be available at the time of launch.

has outcome. The top will include the Periodic table and retail at £7.99.

PITFALL FOLLOW-UP

Activision are launching David Crane's sequel to Pitfall, to be called Pitfall II: Last Encounter.

Trapped in time again that hero Harry, has to find his way through the jungle and the Big Game.

The program is available for Atari VCS and should shortly be on our list on the Atari home computer and also the Commodore 64.

The Atari copyright will cost £29.99 and the software for the Commodore £9.99.

The NEW computer software companies are now being introduced (PC, Atari, Toshiba, Canon and Sanyo).

NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW

FANTASY BRING BACK ZIGGY

Fantasy Software - the people who brought you The Pyramids and Dandy and the Egg Smashers - are to produce a series of games called The Backgammon's Game To The Unicorn.

The games are expected to have at least three parts and will feature the return of Ziggy the caped hero of The Pyramids. As well as the caped Ziggy will also have a backpack enabling him to go out and about in alien landscapes and will be able to choose from a number of weapons.

The games have been under development for six months with an agreed working full time on the graphics. The first part is expected to be ready towards the end of October. This will have two programs - the game itself and the Backgammon's Game To which players will need to refer. Price should be around £7.99.

ELECTRON GETS ZALAGA

Good news for Electron users. Nick Deltona of Irish's Esar has now contacted Zalaga for the Electron. The game should be in the shops in early September priced at £7.90.

HUMPTY DUMPTY COMES OFF THE WALL

After his announcement a series of games based on that ever green character Humpty Dumpty. There are three titles to start the series Humpty Dumpty Meets the Fairy Wanda, Humpty Dumpty in the Garden and Humpty Dumpty the Engineer. Can you remember are available on the Spectrum and Commodore at £4.95, with disk version to follow shortly.

On the other, also from Artic, is - surprise - a disk game for the Spectrum! The game of errors is available on cassette and will set you back £6.95.

TAKOUSHI

It was a sunny July morning and I was walking down Oxford Street to the PCO offices when a distinctly shady character approached me. His patent looking outfit and then suddenly slipped again his coat to reveal a coat lining heavily laden with computer game cassettes.

"Do ya wanna buy a cheap game, mate?" he asked. "Ah, but see they're real thing!" I demanded.

"Course you, he chuckled not too convincingly.

Naturally to say they were pocket tapes at a fraction of their real price. The top of the professional software game is now with us with criminal elements from both the value and serious industries being involved.

Stop and think for a moment exactly what the pleasures of this wholesale game are. It certainly undercuts the bottom of the industry and the livelihood of the smaller software houses. The larger game houses are held in a shambles in between whilst the smaller houses face crying cash flow problems.

Make no mistake, any ge-



rated tapes you buy are really on the cull of an industry that is already fighting for its survival.

Of course there are better than are trying to take money like Commodore and the Guild of Software Houses and 1987 pit Federation Against Software Theft. The latter seems to be leading in the right direction as it is lobbying Parliament for legislation to combat the software pirate.

Where do you come in all this? As the consumer you obviously want the best games for as low a price as possible. So the pocket tape who may opt.

Thank you. If you want to copy on buying quality games to the future then give the software house the money to finance them, and help stamp out the evil of the professional pirate.

NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW

TIME-WARPED ADVENTURE

Channel 5 software already well known for their distributive top of the Digital Fantasy adventure series are launching a thrilling multi-dimensional world game for the 64.

Time-warped features five different time zones from prehistory to the far future and 20 levels of play. All games for £6.95.

JACK TAKES OFF

Jet-Air Jack from Turpin Software has released on the Atari computer a new and able for the Commodore 64 and will appear on the BBC Electron and Amstrad at the



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| 4 Sea | 5 Rocks | 6 Bubble |
| 7 Platforms | 8 Volcano | 9 Fuel Gauge |
| 10 Ladders | 11 Log of Logs | 12 Sea Bubbles |



Get rich quick by collecting Diamonds that are simply lying there waiting for you!

Oh... I forgot to mention that there are one or two problems! There is an expense of thick polluted water between you and the Diamonds and a strange board of Bubbles that seems hell bent on getting you in it! Somehow you must cross it.

You have a Rocket Pack to help you (a Volcano on higher levels) but you must run around the platforms and ladders collecting cans of fuel (logs of logs with the Volcano) and running that weird Bubble. Once you have enough fuel then it's *Choo-choo Away!*

Oh... but don't run out of fuel on the way - otherwise it's **SPLASH!**

The way to collect all the diamonds is to fly to the left hand side of the screen whilst avoiding the various Bubbles! These range from the sea and are hell bent on returning to their natural habitat with you at tow! Sooner or later you are going to end up in the drink! The idea is to make it later!

By flying round the system of platforms and ladders, cleverly avoiding the Bubbles you collect the fuel cans which appear in various positions until you decide that your fuel gauge indicates sufficient in the tank! Now you can go and collect your rocket! With the rocket pack strapped to your back you can fly, across the expense of time to collect the diamonds, but don't run out of fuel or your rocket pack will simply disappear and you will end up in the drink!

There are six stages with six different platform layouts. On pages 1 & 2 the Bubbles which look like fish after platforms with various size gaps in even increasing difficulty to form in on past corners making the task of staying alive more demanding with each stage. On pages 3-6 you meet again with the water (Bubbles which is a blessed relief) but the fuel cans are replaced by logs of logs which you must collect to fuel your volcano and once it has enough energy (or you think it has) you must flap across the water on its back to collect the diamonds.

Extra runs are awarded for every 10 000 points - but ONLY once you have collected all the diamonds and so completed each particular stage.

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The layout of the chart indicates relative sales as measured in units sold. The chart is based on data from the last 12 months.

SWASHBUCKLER TOPS THE CHARTS

Swashbuckler, a P.C.G. mega hit last month, has climbed through the charts to number 1. The sword-brooding Sparrow major player's massive sales should keep the wolf from the door of Ultimate.

Lords of Might, the August Game of the Month and topped to go on to big things, has done just that. From 50 last month it has shot to number 2, and Beyond Software suddenly told us that we expected it to go to the top of the charts - it just did a week earlier than we thought it would.

Armadillo Cove Land has also made a dramatic entry at number 3 and looks like more than being up to its Vortex professor Andrew 2, which is back building under foot of new entries this month like Varkala 64 (5), Walk (7) and Arabian Nights (9) while old favorites like Jet Set Willy at 25 are being forced out.

That other famed platform game, Moon's Adventure, is also being played away at 25 and looking like 4 might stay there for some time yet.

Go on anything stop by the Wolf and Lords of Might!



Singing to success

On purchasing Jodels POG and upon finding no high score for the Dragon 32 Challenge I decided to take matters into my own hands and submit one myself. Merely I tried to beat my previous 151,000 level which just didn't seem to stand up to a difficult but despite my best efforts I had no luck.

However help was at hand I decided to play a newly purchased Billy Joel LP, and lo and behold, as quick as a blink, here I was on my way. I scored the high the last night shortly to the sounds of Only The Good Die Young! Next night shortly to the sounds of Innocent Man LP, and man you should have watched those eggs disappear. However all good things come to an end, and I eventually went to the ground stuck in the sky with a hand named 213,144. I will say I did because I ran out of Billy Joel LPs. However I shall soon be purchasing Paula Abdul so you could be hearing from me again sometime.

As for Billy Joel, I've returned him - he's now retired to us Billy Graham.

Jim Laddie, Hantsport

Here are some more records you might like to try with particular games. For The Attack try *Offside Wall* (Whitford Jackson) Ah, Ah? How about *Jeopardy* (Ward Jones) Classic Racing? Try *Against All Odds* (Phil Collins) Lunar Jetman? Play *Whitford* (FOR Sucks) *Rempin Baggins*? Try *Can Double* (Adam is the Artist) And thanks to Carl Lyons of Walsleyford for that musical idea!

Bug converted

Having read Mike Dennis' discovery of a 'bug' in Jeff Mower's *Master* (June 1984), I also discovered the same on the 84 version. The difference being, the COMMINGS-CORE and SLOTT bugs need to be pressed no-charge level.

I would also like to congratulate Jeff on his genius for as the best programmer I have ever come across.

Michael Knowles, Lancaster

Snappy family

I would like to submit my dad's very high Snapper score to you. I had originally filed in the Challenge Chamber form for 118,000 but just as I was taking it to him to sign I heard the familiar 'double-double' score him. I set down to watch the 22,000 on the first of the two blackberries the house was

reaching. He reached the 100,000 mark and the second ball and lost his penultimate life. Ah well, I thought, but he had his chips but not the ploughed on through the third ball and triumphantly reached the third score. His consecutive finally not helped at the incredible score of 143,000. I hope you find another Snapper book to challenge him in the Challenge Chamber.

Adrian Brown, West Hildy, Kent, Notts

BYTE BACK

Outrageous aquanaut

After reading your review of *Aquanaut* (July) I felt I would write in to get some things straight.

Firstly, you say that it is 'incredibly frustrating'. I think not, and so does everyone I know who has played the game. I find it very exciting.

Second, you say that there are only five different stages. Can your reviewer

count? As for I have found it!

Thirdly, you say that once you have beaten a stage, it gets very boring. This is wrong, because each time it is slightly different.

All I can say is that you did not play the game long enough to enjoy it.

Robert Ireland, Prestatyn, N. Wales

I kept playing until I'd won over half my bank! Obviously I'm not built to be a calculator programmer. There must be quite a little programmer in each one of us. President. Your fellow taxman, Andrew Jones - who's letter about Chase Silver is in the opposite page - also wrote about *Aquanaut*.

Stranding up for the Vic 20

I work in an old folks home and the old people, most of whom have never seen a computer game, love looking at and reading your magazine, it's so well laid out. It's read more than Mowat's Gem, etc.

Anyway, I own a Vic 20+ 10K and would like to help other readers. Is a book called *More Games for the Vic 20* there is a program in type in which enables a 10K Vic to be used as an equivalent 32K or 64K. It takes records to load and saves having to keep rewriting 32Ks (or buying additional packs).

Also - so all seems to me - for *Set Hammer* and *After Alloc* problems - has anyone ever got through the variable pits in *Earth's Kingdom*? I doubt it. Has anyone ever rescued the princess in *Tower of Babel*?

I read in the month's issue one person complaining about *Assault*. The writing is bad, he says. In fact it's better than most. I can only get on to access. I believe still trying. Why not have a *Mail*, or at least a *your complaints department*?

That's all. Thanks for brightening up my tea breaks. I look forward to each new issue as much as a new game.

C. Coombe, Ashford, Kent

WRITE TO: BYTE-BACK,
PERSONAL COMPUTER GAMES,
EVELYN HOUSE, 62 OXFORD STREET,
LONDON W1A 2NG





Mad about Loco

Thanks for what is easily the best game mag on the market, and this opinion is shared by my friends who have read all the rest of the magazine press.

The recent addition of an adventure section really has improved PCG. It really is excellent and can you ask the White Wizard how an earth I can use the tunnel in The Little Indians?

On a sadder note, why was *Game of the Month* in July? Being an avid fan (GBR 960) of the arcade game *Super Commando* I dashed out to town and bought the game. I admit that the graphics and sound are wonderfully fantastic, but surely there do not make a great game (between *Alcas* in *Yahodemo*?) There are many things wrong with this version, such as the leaving out of bonus scenes, tanks, other means, red lights (warning for run traps), jet bombers (amazing) and most importantly an impossible button. As far as I can see the author didn't spend enough time on the arcade press to appreciate the finer points of it.

Carl Lyons, Haddenfield

We had a prolonged debate

This month's REALLY ANGRY letter

I have recently found the magazine becoming somewhat biased towards a certain ultra-colored PC/FORTH macro. You review more games for this machine and give it more PCG hits and general the month than any other. Come on. There can be THAT many CRM 64 owners in England? What about England's best selling macro: the ZX Spectrum? I think you should support British computers. After all, if there was no British macro industry you'd be out of a job.

Good day time. The following Spectrum games are not. I feel good boys.

1. Jet Pac - simple, mindless blasting.
2. Game of the Month - too difficult to be worthwhile.
3. Penetrator - a very boring formula.
4. Croaker - too similar to Jet Pac and Frog!
5. Pi Ballin' - Croaker's Pogo in Tilt Spectrum Q'bert.
6. Alca Alca - boring and depressing.

The following Spectrum games SHOULD be on the Good Boy chart:

1. Football Manager - the most addictive simulation there is.
2. Derby Day (CRG) - a great bus game which really does get you excited.
3. Urban Glaston and Incredible Islands - the two best graphic adventures for the Spectrum.
4. Golden Apple - The best Spectrum text adventure.
5. Star Soccer (Wemur) - an incredibly addictive football game.
6. 1084 - a brilliant economic game.
7. Destroyer - an addictive strategy game.
8. Snapper (Visum) - really great - one of the best sport simulations there is.

I'm glad you haven't included *The Pyromaniac of Blue*

Battle of the Miners

Slightly before the review appeared for *Chess Miner*, I purchased it and I agree that it is better than *Miner Miner*. I haven't stopped playing yet and have reached level 17. Has anyone written in with tips on how to do it?

Stephen Marks

We expect to print over 15 next month's *Books 'n' Tapes*. Some players have got stuck as early as section 2?

Chess Miner solved

I feel that I must congratulate you on your excellent review of *Chess Miner* by Intecaptor Minors. After reading it I went straight on and bought it, and from the beginning of April to late June I have had hours of enjoyment. I have finally completed all 34 impressive levels, which took one-and-a-half hours each time.

Keep up the good work PCG. And I recommend *Chess Miner* to anyone who's a Commander 64.

Andrew Jones, Penryn, N. Wales

Game of the Month in July. This decision at the last what are make such month, and suddenly are by (big) for a game which breaks a significant year passed in some way. Loco was killed because its sound and graphics are in the last one I ever saw. But our review did express doubts about the game's lasting interest. On the whole we prefer games whose significance lies in their long term challenge - such as this month's *Game of the Month*.

Nasty remarks

I am writing in reference to the letter from Jason West "HUNG the hell out" (July). I note his remarks about *Croc owners* - "no single as Croc owners could understand" - I own an *Croc*! GSK, I can write fairly advanced programs for bank accounts and I can also make fairly good games with a program like HUNG to help me and I'm only 13 years old.

David Williamson, Tolford, Shropshire

We want more!

I have a piece of advice I am willing to give you. Every month you seem to put less and less pages in your magazine. Why? Bring back *Hi-mans* to *Hi-mans* and *Book*! Put 176 pages back in your magazine, and have a couple of pages to do reviews of cartridges for video consoles. Do reviews of new games in the arcade and try to do more PCG specials. Your Challenge Chamber, Hardcore and Adventureworld are brilliant ideas.

Read my advice and you will notice it at number one.

Richard Gray, Preston, Shropshire

Crucial, Richard, don't let my publisher know about this or he'll offer you my job! But look, the reason we lose pages in the magazine is because the adverts are booked at this time - some software houses prefer to advertise in the magazine and some because that's where sales are greatest. I think you'll find we put letters open on Christmas approaches.

As for bringing number one - some people seem to think we already are! The word is spreading.

Thunder - what are they?

Isn't it funny how two reviewers can have such differing views on a game? You hated *Pi-Pied*, Computer & Video Games, the best magazine there is, gave it 12 out of 40. You loved *Chess*, they hated it. You thought *Chess Miner* was better than *Miner Miner* they thought the opposite. Perhaps you should get up reviewing games and leave it to those who have some experience in the field (say your average 2-year-old). Therefore I have compiled a review booklet.

	You say	But really
Graphics	4	10
Sound	5	5
Originality	5	5
Learning interest	7	5
Overall	5	5 (well done!)

How can you give *Thunder* 5 for sound - it hasn't got any? You will be pleased to know that you have lost a reader. Yours angrily

Tim Russell, Consett

Love the sense of humour; Tim, shame about the facts - the sound in *Thunder* includes guitar opening and dogs barking. I agree about *Football Manager* and have added it to our Good Buy list. We study our progress of continually updating the list as far as *Penetrator* and *Pi-Pied* being mentioned by *Croc*, *Piggy* and *Spillboard* (which is even better than *Piggy*). The rest of your letter is boring - if you don't like Jet Pac, *Game of the Month* and *Alca Alca*, the game referred to, don't like PCG. We're in good company!

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PCG favourites up for grabs

300 HOT NEW GAMES MUST BE WON!

We've lined up a special 12,000 prize for you this month. We've chosen three of the most exciting games to be entered in this month and delivered 100 copies of each as prizes.

So if our reviews in Screen Test have made your mouth water, now's your chance to do something about it. The three games are *Q*bert* for the Commodore 64, *Beaky and the Egg Snatchers* for the Spectrum and *Pharaoh's Curse* for the VIC 20.

For each game we've composed three riddles. All you have to do to enter is to

answer the riddles, complete the rest of the entry form below, and post it to us. The first 100 correct entries for each game that we pull out of the hat after the closing date will win the prizes. We must receive all entries before the end of September. If you don't want to cut out the entry form, you can copy it on to another piece of paper.

Meanwhile, if you want to, you can go ahead and buy any of the games because if you then win the same game, you can have it exchanged or receive the equivalent in cash.

Q*BERT (Commodore 64)

This fast-paced adventure from Bellini is our Game of the Month. At the time of writing it has not been officially released, but we've been promised this late 1988 copy.

- 1 The player who completes it first, we want to know. What's a time object in silver and gold? What not?
- 2 This question must surely be obvious, well, leave it. For spaces of silver, what's the answer? How many spaces?
- 3 The screen is strewn downwards for screen after screen. So deep there are places no mortal has been. What deep?

BEAKY AND THE EGG SNATCHERS (Spectrum 48K)

This latest release from Imagery is packed with crackle and wit - see our review on page 54. It's a PCG hit.

- 1 In stage one Egg Snatchers will pose you a test. But if you're skilled, you'll soon fill your nest. With what?
- 2 Stage two is the time when your little chicks grow. So make sure you protect them from droplets of snow. And from what else?
- 3 The chicks in the third stage are ready to feed. Your task is to give them the food that they need. What food?

PHAROAH'S CURSE (VIC 20)

This new platform game from Hyperzone is amazingly addictive. We've made it a major hit - see our review on page 54.

- 1 The family is a death trap so deadly and cruel that a member of the house is banished to each screen. How many?
- 2 Beware of the Pharaoh. Look out from each and back. Or else he'll surprise you with various attacks. Using what?
- 3 The flying Avenger is a mighty strength. Compared to him and he'll carry you off. Where to?



ENTRY FORM HOT GAMES COMPETITION

NAME

ADDRESS

The game I'd like to win is (write one only): *Q*bert* (Commodore 64), *Beaky and the Egg Snatchers* (Spectrum), *Pharaoh's Curse* (VIC 20).

The answer to the riddles for my chosen game is:

①

②

③

These last questions are not part of the competition but just to help us make PCG even better. If you wish to write the answers to our third please enclose answers to personal page. (Perhaps I like to see those Personal Computer Games too.)

Things I like best about Personal Computer Games are:

(Post to - Hot Games Competition, Personal Computer Games, 40 Oxford Street, London W1A 1AB.)

Entries must be received by the post on Friday 18 September 1988.

BBC • ELECTRON • BBC • ELECTRON

GAME: THE STING

MACHINE: BBC

CONTROL: KEYS

FROM: GAMMA 02/85

Here's a game to get a bee in your bonnet. Harassed by a pesky bumblebee, called Sting, your task is to collect fruits and flowers in the search of a promising stage.

Your brave bee starts in a triangle with a fruit in each corner. You must collect these and not bump into the bee buzzing around.

Completion will get you on to a bonus screen which purports to be a map but is just four blue columns with a randomly positioned gap in each. You have to reach near ends of the feature right.

Deadly mosquitoes move down the spaces between columns where Sting is.

likely to pop up and provide the greatest threat. Failure doesn't result in the loss of a life but ends the bonus screen, which seems fairly pointless since it does not get any closer.

The shape of the main play area changes to a square, hexagon and later more complicated forms. The subtle green bushes along the sides of the columns or on overtops. The number of bees does increase with loss in the second

GAME: STAR FORCE SEVEN

MACHINE: BBC

CONTROL: KEYS

FROM: WING GAMES

Your spaceship, beam 88, has sent you on a hazardous mission to save the Taurus Empire from the evil Zugs.

In a strategy game in the Star Trek mould you command Star Force Seven

You explore a 10-star galaxy and attempt to destroy the Zugs' home planet or capture 25 planets to win.

The program looks in three sections which give you the instructions, your choice of game selection and the actual program. Once you've finished the second stage there's no way to alter the scenario other than to reload the tape.

Thus I discovered to my cost with the second, which once selected, commenced

at my own risk through the game. It should be switched off if you want to avoid surprises.

Your first task should be to find an uninfected planet and conquer it, otherwise you rapidly run out of energy and resources. This is most easily done by consulting your intelligence gatherers' agencies and scout unit.

Having found an enemy industrial planet, you can soften it up with a

GAME: SNAKES

MACHINE: BBC

CONTROL: KEYS

FROM: MORGAN 02/86

Snakes is an original and challenging game with slight similarities to *Snake*.

You find yourself in a walled-in enclosure. Piles of blue bricks lie on the ground and in another part of the main

snake is wriggling towards you. As in *Snake* you must slide the blue bricks across the floor and trap or crush the snake. Don't repeat too soon, however, as other snakes are appearing all the time and you don't have unlimited time to deal with them.

As soon as you've dispatched the required number of reptiles, the screen clears and you find yourself in another enclosure with - just you, yourself -

many snakes and fewer blue bricks to bash them with.

The snakes grow a little more intelligent and a little more determined in each level. You have three lives but lose one each time you bump into a reptile's head. At the higher levels they become a real nuisance and you have to move very fast.

As you play your energy is constantly depleting and at first I found I had only

GAME: SNAKESOME

MACHINE: BBC

CONTROL: KEYS

FROM: WISCON 02/85

Snakesome is an unusual two-player game which combines the excitement of combat with the challenge of careful outmanoeuvring.

Each player controls a laser beam, owns a laser and has a supply of

reflective prisms. The aim of the game is to destroy your opponent's laser.

The screen is divided into a grid and the two laser beams are located opposite each other on the left and right sides of the grid. Each player takes it in turn to fire his laser across the grid in an attempt to wipe out his opponent.

The grid is littered with prisms which deflect the laser beam in different directions, according to their reflective in-

dex. You can only discover how a certain prism will deflect your beam by firing at it. Needless to say, both beams are well shielded by prisms.

You could of course just keep firing at all the prisms, hoping that you'll hit one which will reflect your beam onto your opponent's laser. Chances are, however, that this won't be possible, and this is where your own supply of prisms comes in handy.

GAME: CHINGA

MACHINE: BBC

CONTROL: KEYS

FROM: BRUN FOR SOFTWARE

Card game in which you must work out the odds and whereabouts of the very

your computer plays its hand.

Some cards are rejected, others accepted according to one of five rules. Can you study the patterns and deduce the rules? Well you ever want to know? Rather clumsily programmed in Basic, this game gives some satisfaction to obsessive gamblers but not to us poor folk. BC

GRAPHICS	2
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

GAME: DOGGY

MACHINE: BBC

CONTROL: KEYS

FROM: MORGAN 03/85

Tunnel around killing the red goggle alien - *Doogee* - and the green dragons.

- *Doogee* - by either leading them (but better with some sort of gas or by digging away the earth so that the rocks dig themselves.

Yes, *Doogee*, it's Dig-Dug time again. And a pretty dull version it is too, with merely average graphics and very ordinary sound.

Missing a more fun than this

GRAPHICS	2
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

GAME: BLOCKBUSTER

MACHINE: BBC

CONTROL: KEYS

FROM: MICRO POWER 02/85

This is a subtle variation on the Q*bert theme of an on-screen arrangement of blocks

which is supposed to be the Giant's Causeway in Ireland. Harvey the Beauty is jumping around to find the Floor of Life. Trying to stop him are Raymond the Bee, a stinging ball and a game exasperated bird. The usual diagonal movement and the usual task of colouring the squares. Nice graphics - even if a

little busy - but dull sound.

GRAPHICS	2
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2



IRON • BBC • ELECTRON • BBC

screen, 12 on the fifth and so on.

The fruits and flowers have to be eaten in the right order and this is shown at the top of the display.

Lops and mushrooms also appear on later screens and these get in your way though the lops don't kill you. Also appearing is an arrowed, which I had hoped could be picked up and sprayed at things. Unfortunately you only have to pass over it to destroy him for a while.

Scoundrel but this costs valuable energy. The next stage is for your fighters to go in and if these triumph your soldiers go to work.

Victory leads to a base for replenishing energy, fighters and men but the excitement of conquest is muted.

You may also attack enemy fleets and a display shows the number of ships on both sides and the progress of the battle.

The defence of the galaxy must be

just a enough time to dispatch the invaders in each screen.

Once you get more skilled you can start developing fancy tactics, trapping the enemies in separate parts of the maze and then knocking them off two or three at a time.

Snorker is another in the long and honourable tradition of noisy BBC games but you can turn off the sound if it drives you mad (which it probably will).

Apart from one or two simple matrix ones, you can place a grain anywhere on the grid. More importantly, before placing it, you can determine its 'reflectiveness', and therefore in which direction it will reflect.

Careful planning is needed to both ensure placement of a shot at the enemy and also block your opponent's attempts.

Brasserie is an original game that

Your bear is not very convincing when he walks and he doesn't curiously coloured like that it's a cat game and if saying is not your thing you might well enjoy it.

GRAPHICS	3
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	4

completed in 120 moves but you are awarded points for whatever you manage to complete.

GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

The graphics are a little crude but the action is fast and becomes really testing at the higher levels.

GRAPHICS	4
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

should appeal to anyone who isn't too concerned with speedily action and also blasting. It will repay careful planning and practice.

GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4

You guide Jory through the rooms and help him to negotiate the monsters, including Marvin, who will - literally - kill you to death. The game won't do the same because although it's a conversion of a pretty old BBC program and has rather flimsy graphics, there's plenty to think about and do.

GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4

It is by going down one of these familiar 3D corridors with your plasma bolts and photon cannon. The game begins with a horrible whining noise which reaches a crescendo as the screen is formed. There are too many traps to juggle with and you often seem to die for no apparent reason.

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

of the same name. That means excellent graphics and sound and a game which will keep you at it till you've saved that cat little girl from those hairy clutches.

Strangely, the game is much more than its title, BBC - perhaps Marvin Power think that more Electron owners



GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

haven't got what it takes.

GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	6

GAME: ESCAPE FROM MOON BASE

ALPHA

MACHINE: ELECTRON

CONTROLS: KEYS

PRICES: MICRO POWER, £7.95

Jory has to save the Jupiter who's imprisoned on level 7 of the Moon Base.

GAME: BATTLE PLANET

MACHINE: BBC

CONTROLS: KEYS

PRICES: £7, £5, £5

Civilisation is threatened by the alien Bards. Planets and the only way you can

GAME: GILD GOWLA

MACHINE: ELECTRON

CONTROLS: KEYS, JOYSTICK

PRICES: MICRO POWER, £7.95

At last - some satisfaction for age-loving Electron owners. This is a faithful conversion of the BBC Donkey Kong game



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[illegible][illegible]



BBC • BBC • BBC • BBC • BBC

GAME: LASER BLISS
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: TALENT COMPUTER SYSTEMS, 17 '95

For those of you who've ever wanted to be in charge of a secure asteroid robot, we have - here's your chance! Using a 'Master Angle Laser', you have to destroy 'drones' and 'junks', both of which are trying to steal your precious liquid oxygen.

The graphics are chunky and colorful, and the sound is in regular-range pop style, but the music really is rather repetitious, unless you get the same old set of battles in each wave.

There's no rest for that trigger finger though, since as intervals occur between levels. The screen just changes from one pretty colour to another and the little display ticks over telling you how many waves you've managed to withstand.

It also tells you how much energy you've got left, the time it's taking you to kill off the aliens and your score - which, if you get over 2 000 points puts you on the high score table (assuming, of course, you're not cheating).

The sharper the angle you fire at (by moving closer to the centre at the far right of the screen) the more points you get. The trouble is more shots will get past your defences so you're likely to lose all your oxygen (which neither



■ Coping with alien ships in Laser Bliss

quoting that way).

When a job is all but empty the screen will flash red, warning you that the distinctly dressed have really managed to siphon away your oxygen.

You've got four ships and when one has been totally destroyed the top of it changes colour. Once all four are empty I'm afraid you're dead, and you are probably return to the title screen - a

sigh! for sure eyes - it's a bright green.

I'm sorry Talent, but this one didn't have the whole office screaming round me to have a go.

BT

GRAPHICS	7
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	6

GAME: POSITION
MACHINE: ELECTRON
CONTROL: KEYS
FROM: MICRO POWER, 05 '95

A video about 'hot-up where more waves of aliens descend on you to be blown

out of the sky.

The attack waves start with some standard Space Invaders called Cybers and progress to Sparrows, Hip Hops and Bum-Bulls (horror!) These later waves descend in more random more order than the first.

Just perfect for all of you out there

with rocky trigger fingers.

EM

GRAPHICS	6
SOUND	5
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

GAME: VORTEX
MACHINE: ELECTRON
CONTROL: KEYS
FROM: SOFTWARE INVASION, 07 '95

Unless you really want to be drawn into the black void you have to be quick on

the fire button and controls so that the conversion of a good BBC SD space game.

High-res black and white graphics give you the feel of hurtling through space. First, blast the fighters with your laser torpedoes, then weave through the swirling storm. Then do it again. 'No

much variety, but very playable.

PC

GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

GAME: CAESAR THE CAT
MACHINE: BBC MODEL II
CONTROL: JOYSTICK, KEYS
FROM: MICROSOFT 05 '95

Here's that party little pussycat catch 'em' mice on your desk. Party

graphics, adorable little pussy and party, party mice!

Don't miss out the food, and weave Caesar jumps up and down the screen, taking care not to knock over the plants and the target. Great fun for the little, wacky, original game, more a mirth, but I think it won't keep

the previous upth prying for long.

SC

GRAPHICS	6
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

GAME: ARMA, 3000
MACHINE: ELECTRON
CONTROL: JOYSTICK, KEYS
FROM: MICROREAL 03 '95

It's the year 3000. In the arena here-

comes an being created by the machine. But things haven't moved on much between now and then because this game is merely a version of Roborun. As such, it's OK - you can rather around (eventually enough) blasting away at the machine. But this is a game

as long as it's a little thingy with

GRAPHICS	5
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

20 • DRAGON • VIC 20 • DRAGON



NAME: JAWS
MACHINE: DRAGON 32
CONTROLS: KEYS JOYSTICK
FROM: HHO/AFA £7.95

First you're asked to go back to the water, now you'll be asked to go back to your keyboard - it's jaws time on the Dragon.

In Jaws 86 you're the hero of a sinking ship with your helicopter you

face not only man-eating sharks but also ships trying to blow you out of the sky.

The game is in two stages: the first being to locate the hydrographic section in an area of sea that is patrolled by hostile ships.

You are provided with a radar y coordinate for the survivors and must have it on them. The ships that try to shoot you down are just blips and continue to appear the longer you take.



NAME: SUPERSONIC
MACHINE: DRAGON 32
CONTROLS: JOYSTICK
FROM: CABLE SOFTWARE £6.95

I pleaded to be able to review this game because of my love of American foot ball, therefore I was all the more disappointed by the inadequacy of this program.

Far from it being a full version of

pro football it was merely a matter of kicking a ball and seeing how far you could run with it. Not exactly my idea of Superfootball.

Hayd is a wide receiver for the Dallas Cowboys and has four plays to get the ball as far as possible up the field. The ball appears at the top of the screen and spins towards you. You must move to the ball and press the fire button to catch it.



NAME: 2000 WHATTACK
MACHINE: DRAGON 32
CONTROLS: CROSS JOYSTICK
FROM: HHO/AFA £7.95

This is the third of the games revolving around Earth's struggle with the Seal 404s. You must fly your 25 Luna II laser fighter through three zones of Seal 404s defenses to get to the command base and destroy it.

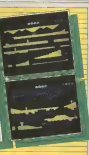
The display presents you with a for-

ward view from your cockpit with the extensive area at the bottom and the rest of the screen devoted to a 3D representation of a planet surface.

Temperature, fuel, ammunition, radar and navigation gauges all keep you informed of your progress. Cross wires on the screen indicate your direction and also that of the weapons you fire. If they are lowered by the bottom of the screen, overexposed from appear to guide you to the command base.

The first part of the mission consists of

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG





N • VIC 20 • DRAGON • VIC 20

When you find them you are shown hovering over five men in the water with a ladder hanging from the chopper. The ladder has to be lowered to the survivors one at a time and they crawl up it extremely slowly. Wouldn't you if you were half-drowned?

Sharks cruise around below the surface and occasionally breach their silver topside to grab hold of a survivor snatching him below the waves.

Once you've fought a Washington Redskins helmet man to appear and cry to knock you down. If they succeed you are informed that Floyd's a Astro!.

Once all the doors are completed you are told the total and average rating, package how many pigs you captured and how many touchdowns you scored.

The fire button can be used to increase your speed but it has little effect

The sharks can be, depth changed but you cannot drop these while someone is climbing up the ladder.

The first seven guys, harder with more pigs appearing on further visits but the focus mission remains in the same format. The really annoying thing is that you have to use the key for the first screen and a space for the second which is completely illogical.

The game won't hold your attention

Floyd was far too slow to be able to score a touchdown, and the further I managed to get was 31 yards in four downs.

The lack of realistic features spoiled the game, since you only have to get two yards in four downs in the National Football League. I don't know why you have to go all 100m this program.

I have seen many better versions of American Football on machines in the

for long, since it lacks variety. It's also disappointing that there are no sounds of crashing, booms when a struggling swimmer is rescued.

DW

GRAPHICS	3
SOUND	4
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	3

States, this was a just trying to crash in on the popularity of the sport on television at the moment.

DM

GRAPHICS	4
SOUND	4
ORIGINALITY	7
LASTING INTEREST	3
OVERALL	4

destroying or avoiding IBM tanks. These run the back and forth but you cannot raise the hull temperature and you overheat and crash in a flurry of sparks.

The screen changes slightly for the next area with small ponds appearing in the foreground. The enemy here are small men which explode if you approach too near, this also increases the hull temperature.

The last line of defence is made up of missile ships. Dodge the missiles and it's

on to the base.

Through all these areas are Shovel Fighters which you pick up first on your radar as numbers on the screen indicating their proximity.

Tanks, mines and ships can be destroyed with laser fire as can Shovel Fighters. The enemy fighters can also be hit by missiles at long range when they're on display on the radar.

The attack waves are long and to reach the command base without running out of fuel you have to stay on

course most of the time. However, constant movement is essential if you are to avoid crashing.

This is another excellent game in the series although some of you may find it a little repetitive.

DM

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	5

HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

GAME: PHARMAC'S CLIMB
MACHINE: VIC 20 + 1MB
CONTROL: JOYSTICK
FROM: NEWBORN, OR 95

There's certainly a curve on this player as this game. Once you start playing, you just can't stop.

The game leads in only 60 seconds thanks to a reliable auto-landing system. After wants to hang around, when there are 15 more chilling rivers to get stuck into?

Your joystick controls a small automated figure whose objective is to explore the underground caverns of the Pharmac's tomb, collecting treasure and doing his best to avoid sudden death.

There is one treasure to be collected on each screen, together with the occasional key that allows access to one of several "secret" passages.

Each screen is littered with rock hills that block your path, ropes to climb up chasms to fall down, and ropes to avoid. There are one-way passages sliding barriers and elevator shafts as well.

Movement relies on careful joystick control. You can jump, climb, and move in any direction. Pressing the fire button

will focus off a sound from your lovely Smith & Wesson in the direction you are facing.

Luckily for you, there's an ample supply of bullets. You'll need them to deal with the Pharmac, who has a nasty habit of materialising right beside you and beating a poison dart in your direction. You can't kill him, but if you hit him he disappears again - for a while.

You also have to deal with a Marney, a pal of the Pharmac who also comes and goes at will, taking pot shots at you. The Marney is invulnerable, but a well-aimed bullet will give you a moment's break.

The only other living inhabitants of the tomb are the Winged Avengers. He doesn't do you any harm, but if you bump into him or he flies about the tomb he'll pick you up and carry you off to another screen. That's bad news if you're carrying a key at the time because you'll lose it on the way.

The Winged Avengers can sometimes be useful for getting out of a sticky situation - if you can get to it in time. And of course, there's no guarantee that it won't dump you in a worse plight than you were in before.

Clumsy? I almost forgot the traps. Well, good luck with the traps. As you wander about your motor little warts on the floor. Without warning, they will suddenly burst into life, with fatal results if you happen to be too close. Rubbing pits, razor-sharp triangles and bouncing springs will all keep you on your toes.

You're constantly having to take your runs along the walkways and judge the moment when the trap won't be sprung.

The basic idea behind Pharmac's Climb isn't particularly new, but there are enough original touches to give it a unique feel to the game. The program is visually attractive, easy to grasp, and great fun to play.

Just one word of warning: on the package it says that no IBM expansion is required, but in fact you need a 1MB add-on to run the program. If you don't have a 1MB IBM pack, then this game is the best excuse I know for going out and buying one.

SC

GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	6

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ARI • ATARI • ATARI • ATARI

GAME: ATTACK OF THE MUTANT

CARRIES

MACHINE: ATARI 400/600

CONTROL: JOYSTICK

FROM: LHASA SOFTWARE £7.90

Jeff Minter decided to take a break from the Commodore 64 and do a little for the Atari (plus it gives his owners for £6 to keep on the 64 for his next game).

The game he chose to do was *Attack of the Mutant Carries*, an early classic for the 64, now considerably enhanced both in visuals and sound.

The aim in *AMC* is to destroy the mutated monster-like spring carries as they try to invade Earth. For this you use a Defender-type scanner to locate and destroy them before Earth is overrun.

Your craft has nine shields, a shield being lost on contact with a carrier or one of its bullets. The carrier masses



vary in size and shape, some simply fly by and others return to and attack you around the screen — these are M&M's.

As with *Sleep or Scream* on the Commodore 64, your craft has low carrier capability. In effect this means that both satisfaction and destruction are proportional to the amount of popper toggling.

The feel of action really makes

GRAPHICS	9
SOUND	7
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	7

AMC very hard to play but after a little dedicated practice I was convinced and almost tapping came quite easily.

If you destroy all the carries in one wave you hyperspace to the next wave (there being 25 in all). But it's not that simple, as you hyperspace there are three random Jokers (monsters) which must be avoided or a crash is lost.

This game was designed for the 10K Atari and in that class I know of no other game that equals it, but when played on a 40K Atari it lacks a certain depth. The graphics and sound effects are truly awesome, as the best Minter track ball and for all 400/600 Atari owners it comes highly recommended. **TT**

GAME: OVERLORD

MACHINE: ATARI 400/600 XL

CONTROL: JOYSTICK

FROM: ACTIVISION, £19.95

A perilous voyage down the River of No Return awaits you in this testing game converted from the VCS system.

You don't go in a boat. Oh no. You have a powerful jet fighter blasting just about everything in your path, which as we all know, can be a very enjoyable pursuit.

The game is in effect a 3D shoot-em-up with vertical scrolling of great smoothness and few screen artifacts with flicker. But your view is free above and the skill lies in lateral rather than vertical movement.

At the beginning of the game hundreds



recommended on the river and as the battleship helicopter and balloons all moving from side to side. You can alter direction then with a burst of missile fire or avoid them by banking left or right — a very realistic game feature.

Naturally you must also refuel. This is accomplished by passing over the fuel

GRAPHICS	8
SOUND	8
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8

depots scattered along the river. The slower you move over them, the more fuel you take on board.

After you've blasted your way through a few bridges the game gets pretty tough, enemy fighters level up your flight path, everything moves much more quickly and the river becomes incredibly narrow.

Overlord's graphics are colourful and exceptionally smooth making a shoot-em-up of superior quality. It is in a good few respects better than I go through to bridge 10. **PC**

GAME: FLAK

MACHINE: ATARI 400/600

CONTROL: JOYSTICK

FROM: RUNESOFTHUSGOLD £12.95

Flak is a variation on the Activision arcade game from Atari. You pilot a

fighter over ocean territory trying to shoot the sick sick balloons with your air-to-ground cannon. The final objective being to destroy the computer war evil.

As with many Atari games this has great smooth scrolling graphics and sound, but because it's a low map it lacks

any truly addictive qualities. **TT**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

GAME: BULFINCH DRODS

MACHINE: ATARI 400/600

CONTROL: JOYSTICK

FROM: ENGLISH SOFTWARE, £9.99

As its title may imply this is a shoot 'em

Williams. Rollback from the smaller. You control (hides the decline) and must rescue the other members of your family from the clutches of the evil drods and conquer. Your only aid are your family instead bear hunter.

This is a quite nice but it may well

be good to be dedicated support. **TT**

GRAPHICS	9
SOUND	9
ORIGINALITY	9
LASTING INTEREST	9
OVERALL	9

GAME: RECOMBOMB

MACHINE: ATARI 400/600 XL

CONTROL: JOYSTICK

FROM: ACTIVISION, £19.95

Instead of creatures from outer space this shoot-em-up is populated with bugs from the murky depths of

America's subterranean. Defeat Hum bugs, too-crazy Sandboppers, Great and Space Dots.

It's a nice idea, but it doesn't make the VCS conversion any more than an average version of *Colossus*. The strange junk flies around aimlessly and you try to shoot it down.

Recombomb has excellent graphics

and reasonable sound but seems very expensive even for a cartridge. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	6

MOTEC • AMSTRAD • MEMOT

NAME: ELECTROFRODO

MACHINE: AMSTRAD

CONTROLS: KEYS, JOYSTICK

FROM: AMSOFT £8.95

This game is much better than its name is – full of more or jokes – might lead you to expect. It's not staggeringly original, but it's playful and disturbingly compulsory.

As I freely point, employed in the

warehouse owned by Uncle Claude of Saurian Research. There are rumours of job losses due to price increases as you have been chosen to mark in a night and send off all the products.

So there you are, hurrying away at dead of night. But Claude won't have been listening to us on the plot, because he's there too. As you try to push products onto the conveyor belt at the bottom of the screen he throws a deadly

spotlight at you.

As if that weren't enough, Claude has enlisted the help of Saurian Inc. who steal your items (level 77) down from the roof.

But finally, our fight back. We move the products by pushing them sideways or up and down. If he can hit Claude from above or below he will get rid of him for a few moments.

There are four screens and 13 levels of

NAME: ADAMAL GOLF 1984

MACHINE: AMSTRAD CPC 464

CONTROLS: KEYS, JOYSTICK

FROM: AMSOFT £8.95

The Adrenal Golf Spec. steamed out of port and onto land in the South Isles for Scoring points on the bridge. I wondered how many times they could stand playing in the ocean depths. What a mistake I'm in the wrong

side... But to succeed in the game, you have to be – because now you're in sight for the glory of the underland.

Your pocket calculator is equipped with 21, 24, 36 pins and 100 paces and is displayed on a map of the South Isles. Frequently an Amstrad pocket flash will never misreading where a British word is.

Placing your weekly shop over a location and passing it will change the

display mode to a head-on view from the bridge. The range and direction of the craft is shown and when you are close enough a capture screen.

When it's over you can see your journey and its progress at the screen, shipping, several times to see them to go in a westerly grey, unfortunately unless they have a ship's character. This doesn't make more satisfactory by the difficult character, possibly it is the wrong side.

NAME: CH ALWAY

MACHINE: AMSTRAD CPC 464

CONTROLS: KEYS, JOYSTICK

FROM: AMSOFT £8.95

On an expedition to the Egyptian pyramids you are trapped in a room. Lamenting the ancient mummy bags and Royal mummies – so not the Queen Mother's Egypt since.

However you also have to contend with the guardians who try to protect their ancient mummies' possessions. They wander around trying to a clear cut of your life, which who like the dust in a living of handbags.

There are five levels to the game. Each screen displays 20 boxes. As you walk about you have a trail of diamond footprints. Each box opens when you

have walked round it completely.

You are being hit by a key to change the room and the surroundings of a long dead royal which you must take with you.

Every level you complete means you are faced with two new guardians and the game becomes harder as you finish the five levels to the next period.

The, however, this is possible you with

NAME: MATCH ALPHATRON

MACHINE: AMSTRAD CPC 464

CONTROLS: JOYSTICK, CURS

FROM: CONTINENTAL SOFTWARE

£8.95

Custom characterisation strategy in the remarkable type game of horizontally scrolling screens.

Your job is to catch up the points by hitting the screen with icons and

balls. The latter are fired with the space bar – a tricky movement whether you're using keyboard or joystick.

The weekly costumes are identified by colour. The first stage is to change the things that change under stations and nuclear bombs appear on the screen floor. You spend through shipping and bombing – but don't let the nuclear power stations or you'll be destroyed in the atomic explosion.

NAME: NEMO

MACHINE: AMSTRAD CPC 464

CONTROLS: CURS, JOYSTICK

FROM: CONTINENTAL SOFTWARE

£8.95

First of water is a terrible thing but after playing the game I am afraid to even go out in the rain.

Perfuming a length of regular rain has to clear it of marauding sharks

which descend the screen in Conynsde lakes. You are armed with a harpoon gun which only lets upwards, although your ship can move in all directions.

You start on the water and swim with land on the top left hand corner of the screen. Guarding the water with a crab who can kill you – but cannot be shot.

You also have mines which on the first screen swirl up from below you. But

change direction in later stages. Flares only cover the edges of the display and as in Conynsde, you can directly a horizon or a vertical line of a star.

Perfuming the water means you have to happen all the sharks to move on to a new section of a video water.

If you fail to open the sharks before they reach the bottom of the picture they turn into little men called Nemo. These slip around the sea like a tail in

order to move down the next picture.

Introducing the fishes are lots of odd things who have a in their own. A large array of huge-life creatures who swim, grow, shrill and the like are all in the ocean's great.

The first screen introduces the Meryn. Meryn and his five answers to be collected. A glass, a bird and a fish appear you – as it discovers platforms and consequently to move it enough.

Back here is arranged so that there

should only be one way to collect everything and escape to the next section. Combined with the water, you find one diagonal but once you know the way it is a matter of timing.

Pete does not take kindly to long drops and a badly timed jump will result in a screen and much screen flashing.

The conveyor belt moves at the same speed as Pete and when walking the wrong way along one you have to jump hard to get anywhere. While platforms



CH • AMSTRAD • MEMOTECH

difficulty. *Scout* is relatively easy; you will only be taken away by the ambience if you are very careless. The next screen is much harder, with ones likely to split you just as you're about to get the key giving admission to the next level. On the third screen an unpredictable alien force field appears, making life very tricky.

Electric Freddy is a promising start to the Amstrad's life as a games machine.

score action

Scout stops you in the back at you but then doesn't appear until you're virtually hit and sustain damage when you may see a hit.

Troopers and shells are limited but your fuel is the most important thing to watch. Shooting about at it 25 knots depletes your supplies rapidly.

Your support ship, *Amstrad*, can provide you with more munitions but finding

munitions is smooth and graphics are clear and colourful. It's a pretty simple idea, but it had me hooked. **MC**

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

it is a matter of chance, and when you do it's not much fun.

Your last screen is so swift, the ship - but the game can't really take hold. **BM**

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5



extra points and a scroll enables you to halt one moment. *Scout* loses on an op, and one mistake is a disaster which is repeated if you command it.

The fully little tone like all fully little tones has, once only, well repetitive.

The simulation and *Amstrad* are excellent but unless you play the game at fast speed and at its most difficult you'll find it rather boring. Even at speed the

action will not hold your attention for long though. It's not bad, but we've got to see the best of the Amstrad. **BM**

GRAPHICS	5
SOUND	4
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

In the later screens you face a more varied assortment of situations with slightly guided enemies in the second (green) section and more layers in the third (blue). The enemies look on - and by thought into your face like the most layers drop screens of floating boats - a much harder wave - even though they look like snowflakes.

The tunnel is rather untidy drawn and the scrolling is jerky but the cost

and ideas look good. *Memotech* owns who like a good symphony will find plenty of tough action here. **BM**

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	4

Breakout and when two collide upon a normal, growing baby *Memotech*.

On clearing a zone you move to a discrete threshold round the level with increasing numbers of ships and mines on each coast. On the west, a current also drifts you to the south.

The display is interesting at first but the large number of small, moving characters make following all the action very difficult on later levels with.

Good ideas here but the screen job too basic and it will be a very narrow market who see the whole of the coastline. **BM**

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

gradually disappear under your weight but blue ones are as safe as the back wall.

If you collect all the objects you have to find the door to the next stage, which is in the bottom right of the first screen.

Further rooms include *The Deadly Shuriken*, *The Space Room* and *The Awary* but with all 28 to get through you'll be a pro before you can play it. So the opening time of *Witch* is 64 every appropriate.

The graphics are very good and the game the same basic screens it is not a straight copy of *Memotech*. A great game - one which begins to reveal the *Memotech* level potential. **BM**

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

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ODORE 64 • COMMODORE 64

NAME: ICE HUNTER
DATA CENTER: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: AMIBOG 16-95-CLASS
 19-95-CLASS

At first sight Ice Hunter looks like just another multi-level mazing game, but it does hit some pleasant surprises.

The hero of this program is a Thunk, who looks like a man with a big nose, but is in fact the Prince of Ice. He wants to build up his igloo home by adding more blocks-offer. To do this he must be guided around a five level ice cavern in an attempt to move one or more ice blocks into the sea at the bottom right of the screen.

By starting on the cavern he picks up the ice blocks and carries them about on the end of his nose!

To move the blocks to another level he must drop them through patches of thin ice. These patches can be walked



on as well but only once.

There are three kinds of monsters for Thunk to contend with: dragons, mutant sea-bees (which look like men on their hand legs) and birds which fly across the ice levels.

These adversaries can be killed by dropping ice blocks on them or by making a power fall, which appears from time to time and temporarily makes them vulnerable to being stomped on.

Thunk himself gets more eager as layer by means of ice pillars, but once he descends to the fourth level there is no way to return to the upper levels.

Once you have got into the block onto the water you can stop on it and press the two buttons to finish the level. Then Thunk floats off to his igloo and a bonus of 1,000 per ice block to the stream of Whirling Dervis.

On subsequent screens the ice flows swirl across the screen and more monsters appear to distract you.

Although there is nothing particularly new about the ideas in this game it has been well put together and should be able to hold your interest. **EW**

GRAPHICS	3
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

NAME: TALES OF THE ARABIAN NIGHTS
FROM: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPT 17-00-CLASS
 19-00-CLASS

An intriguing software house franchise. Their early games for the 64 were pretty lousy and when there's a bad reputation, which wasn't enhanced by their running head with Disney's left hand.

But recently the standard of their releases has improved dramatically with the likes of Chess Master, Whodunnit and Burger Chess - games which aren't particularly original but which offer impressive graphics, good sound and plenty of fun.

Tales of the Arabian Nights continues that trend - and this time there's a genuinely original feature, speech.

Without the benefit of any add-on unit, the program generates a marvellous, throaty, poetic voice narrating the game's different stages.

Admittedly it's a gimmick, and after playing the game a couple of times you'll tend to make use of the 'speech off' option. But it's certainly impressive - and so is the soundtrack. A rollicking piece of eastern flavoured music which gives the game great atmosphere.

The game itself is simply an amalgam of familiar game ideas - but one that offers plenty to do. There are eight different screens, and most of them are platform games in which you keep avoiding evil-looking Arabian gypsies and avoiding pattern mazes. The only novelty is that each gyp leaves a letter and you must collect them in order to spell ARABIAN. Since there are three A's, you may have trouble working out the right order.

These screens are, however, brought up by what's involving about on-up screen action - in one you guide a boat along a crocodile-infested river while in another you're on a flying carpet, dodging serpents.

If you've already got programming like Gray's earlier game Chess Master, you may think this one is too similar. Still there's enough high-quality action here to keep most budding solitaire happy for many a night. **EW**

GRAPHICS	3
SOUND	3
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2



RE 64 • COMMODORE 64 • COMMODORE 64



GAME: MURPHY
MAKING: COMMODORE 64
CONTROL: JOYSTICK
FROM: MICRO 12 95

An Irish name but an American game. Boom! Boom! Boom! — one with a familiar connotation, but made the less playable and enjoyable for that.

Murphy is a man and is desperate to retrieve all the moneybags scattered

underground and gardens in his wheelbarrow on the surface. Otherwise it's not so easy. There wouldn't be much to computer games if everybody could just wander around getting rich whenever they wanted. No, Murphy has got problems.

For a start there are lots of ropes and spikes sticking along the tunnels. They have a nasty habit of crushing Murphy just as he's about to grab one of those moneybags.



GAME: PETE IN THE FACTORY
MAKING: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MICROPHONE 12 95

This respectable game makes it so the Commodore is fine style.

Pete is a light-switchman in a factory who has to keep a generator running by touching it with oil. The display shows six walkways connected by ladders

which change position every time you lose a life. The bottom level is a moving conveyor belt carrying petrol.

You start on the second level on the right-hand side next to the generator. To get to the main playing area you have to proceed to the conveyor belt and get to the other end by jumping gaps.

If you fall over the ladders you'll be all right unless you are rolled off screen, then a life is lost.



GAME: DISTRACTION
MAKING: COMMODORE 64
CONTROL: JOYSTICK
FROM: MICRO 12 95

Yet another multi-screen scrolling shoot 'em. Mount your magical eagle and flap through Hell-tapping winged monsters and blasting towers.

At first sight Distraction strikes you as being very similar to Joust. The

similarities are however only superficial. Your magic lance continuously blasts away in whatever direction you're facing, and you can use the joystick to move about.

If you want to make things a bit more difficult, you can select a different mode set up, where the joystick moves you about, but you must press the fire button to keep flying.

The aim of the game is to destroy all



GAME: THE EVIL DEAD
MAKING: COMMODORE 64
CONTROL: JOYSTICK
FROM: PALACE SOFTWARE 55 95

He there, my name is Ash! I have a terrible story to tell you. It's about this computer game, see. It's the first of a series of role-plays from Palace Software based on famous and infamous movies. In the Evil Dead I take the leading role and chop your joystick every command. Gearing down on me from above you must guide me about the small shack in which I'm caged with my two friends Cheryl, Linda, Scott and Shelly.

We are having a bit of a problem with supernatural forces. Nothing seems to you understand just that this thing is just happening to a poor little farming boybed who's into horrid, gross stuff.



This is just the excuse I've been waiting for to pick up on one or two, or whatever happens to be lying around and chop your pals and all the pieces.

But wait! What are these things swirling towards me? Oh, it's this little bit of Cheryl and Linda and those are ugly! Well, stop, stop!

Well, that's enough of that. Before you write off to Mary Whitehouse, I have to tell you that The Evil Dead isn't nearly as evil as it sounds. The graphics aren't as disgusting as the idea of the game is considerably less gruesome than Space Invaders, and there is no blood and guts thrown in Ghouls'n Ghosts.

The display shows the layout of a small house. Only a part of the houses is visible on screen and the pieces are visible appropriately if you move to the edge of the display.

When the game starts you can rush round clearing all the doors and see

down to stop the Evil Dead entering the house. At least that's what the blurb claims you to do, but I found it pretty ineffective. Both windows and doors are seen blown open again and a rather intelligent graphics shape up inside and monitor your ladders. You can however open and close doors between rooms at any time during play, which is a somewhat tactically desirable.

Points are scored by popping the windows and then activated holes. Loose enough points and so the black sun, a book will appear and do you must throw it to the first in entering the Curse.

You lose a life every time your energy count reaches zero. Movement and contact with the opposition both drain your energy by varying amounts.

The main problem with this game is one of control. The response of the little figure isn't usually very sharp, and getting him through doors and round obstacles is a hairy task indeed.

The Mary Whitehouse of this world can level a high of rated. The rest of us can get on with the serious business of playing a game that is of above-average quality but still, perhaps, a little disappointing. **BC**





MODORE 64 • COMMODORE 64

But Murphy can protect himself by jumping up to the cross-bars and, if he wants, dropping into the raft.

There's a problem on the rubbers who want to get their hands on Murphy's gold. Drained to what look like prison pygmies, they keep up a time-consuming patrol. Great gives them a lot of stamina.

Robbers can be dealt with by either knocking them with one of the packages (they won't die) or by dropping a

monkey on them as they chase. Murphy can use the ladders in the shafts.

The game scrolls sideways through three screens of underground action to the left plenty of mine to explore. Murphy's whereabouts is at the top left but can be moved to make exploring manageable easier. This is very useful since monkeying slows him down and he is more likely to be trapped by a robber.

Graphics in this game look very American—chunky but clear. The mine

is well-designed and it will take some time to get familiar with all its nooks and crannies. American is reasonable but the sound is repetitive and ultimately pretty uninspiring. **PC**

GRAPHICS	4
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

A ladder at the left end of the left leads you into the rest of the factory. Floating around are the graphics which have a lethal touch, and a giant rat which occasionally scuttles across a walkway.

An oil can, a pickaxe and a bag of poison appear at random. All three objects can be collected by jumping while you're underneath them but you can only carry one at a time.

The evil creatures on each level, as well as blasting all the towers hitting a tower repeatedly have it into something that looks like a riddle, but it is so the black plays you a puzzle.

Once you've destroyed the tower and pushed the ladder off you move on to the next level with different adversaries to get the better of. The black claims 31 different monsters and over 40 screens to explore.

GAME: CYBERBOMB BOMB
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
PREREQ: MICRO POWER 65 V3

Secrets has been released again as

GAME: BEAMER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
PREREQ: ACTION MAN, 19 V3

A grid replaces up with 3D perspective providing a good no nonsense blast for those who appreciate such patterns. Like me.

GAME: PITUL
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
PREREQ: ACTION MAN, 19 V3

A conversion of the classic Alan VCE game which doesn't look so much like

GAME: PITCH
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
PREREQ: ACTION 19 V3 C&G
19 V3 C&G

A very ordinary version of Pong, but the best to date for the 64.

The oil can has to be taken back to the generator to keep going, otherwise the machine will stop and you lose all your time. The pickaxe can be used to knock the generators off the walkways for a bonus but it disappears when a while.

The bag of poison can be placed in the path of the giant rat to kill it. The rat can also be jumped over if you time it right.

The oil can isn't quickly and so it's best to concentrate on replenishing the

Whether I'd want to put in the recent stay practice to finish the game is another matter. The graphics are very chunky and the sound effects rather ponderous. Worse, there's no on-screen advice information and to find out what your score is you have to press the space-bar.

Every time you lose one of your five lives you return to the title screen and have to wait for what seems like ages

Cyberbomberman

A mass of rooms has to be explored in search of keys, rings and other objects.

Spammers (limes and) Cyberbombs must be blasted out of your way or you're done for. The action is non-stop and the robots just keep on coming. **EW**

You control the Bomberman towards which zoom a variety of items. You get your teeth and blow them to a thousand pieces. At the end of each sector you get a chance to blast the Bomberman. Each one of your three top-down—but watch out for the green blob that's ripping down the screen.

As you progress through the system the game becomes pretty frantic and

is as plain dull as the Commodore 64.

The object is to guide Pitul Harry through a jungle full of trouble and collect 32 treasures in the 20-minute time limit. Alligators, ponds, pits and someone can be avoided by jumping or grabbing hold of swinging vines.

Although the animation is good

The graphics are slow but the Snow Monkeys are still inoffensive as you try to survive in the ice block maze. Pitch has all the usual elements that go to make this such a compulsive game.

You can clearly see the boundary lines to tell the ladders as much time with a well-timed ice block. Arranging the diamonds in rows gives you a lot of time

generator. You could be burning the midnight oil yourself if you get used to this game. **EW**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

before returning to the frog.

40 screens and 21 monsters sounds like hot stuff, but Bomberman didn't have me burning with excitement. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

it's likely to take you some time to feel you're mastered it. Not a terribly sophisticated game, but good graphics and really nice sound. **PC**

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

there's not enough graphic interest or gameplay excitement. **PC**

GRAPHICS	3
SOUND	3
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

but keep looking those are blocks or you'll catch a lead gold. **EW**

GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

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DDORE 64 • COMMODORE 64

GAME: CYRIUS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PALACE VIDEO, £25

Cyrius is taken under license from the arcade original by Konami and it is superbly translated for the 64.

You start up where you can lose your button, from Neptune to Battle, in warp stages. You can't run in a circle around the perimeter of the screen and attack from all angles as you mechanically zap them.

There are a number of warps to get to each planet, two warps to Neptune and three warps to all other planets leading to Earth.

Each warp brings you into battle with four different formations of enemy



lighters. If all the ships are destroyed in a formation it takes a little longer than 700 to 2,000 for the fourth formation in a warp stage. There is a ultimate stage also where bonus points are given for destroying the planets in formation.

Other dangers come in the form of meteors and runaway satellites which

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

lose you one of your few ships in contact. A bonus ship is awarded at 50,000 and 248,000 points (not 100,000 as laid out in the instructions).

Cyrius is the finest shoot 'em up I've come across in a long time. It sticks closely to the fine presentation of the superb original and is usually playable.

There's also material in comparison from Battle Tiroide and Neptun in D space. Graphics are really excellent with colourful well-defined shapes and things out from the centre of the screen.

Cyrius certainly isn't cheap but it certainly is superior. **TT**

GAME: GILGAMESH'S GOLD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OCEAN, £6.95

Gilgamesh's Gold takes a number of familiar ideas and shuffles them about to come up with something not a little bit different.

A horizontal scrolling display reveals an underground scene, riddled with tunnels and inhabited by a number of small, animated human figures.

One of these little things is you. Being a mere human, you are naturally attracted by the numerous bags of gold that have been scattered about the mine workings. Your job is to pick them all up, transport them to the surface via either lifts or the stairs provided, and dump them in your treasure room.

Due to stop you are a gang of robbers who will give you a good working out if



they catch you. You need also watch out for the boogies and the thousand man-shafts.

So what's new? First, the boogies on the ceilings. You can jump up and catch hold of them, thereby dodging the boogies which fall headlong towards you even better. If you time it carefully, you can drop down onto the boogies and get a ride along the man-shaft - very useful

GRAPHICS	3
SOUND	4
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	4

for dodging the opposition when the going gets hot.

Robbers can be disposed of jumpily only by either hitting them with a pickaxe, a number of which lie scattered about the mine, or by dropping bags of gold onto them from above.

Don't underestimate their skills, guess though they can be pretty happy if they put their hands to it.

Gilgamesh's Gold is one of those games that demands a good deal of precision. My only reservation is that once you'd put in the package you'd be led up with the game. Solid stuff this game but solid gold it isn't. **SC**

GAME: QUAK ATTACK
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: SOTER, £2.95

Quak Attack from Sotter is a console version of the arcade game Joust where a gallant knight battles with enemy riders for the honour of being a queen and country.

Each level is set on a circle upon which two fight platforms. On these the player can move his position between points.

The moving ride-on control yellow ducks and you the hero, ride a rough red pig and yellow duck. To defeat the



moving the horizontal rule above each is turn and plunge down upon them. By doing this the rule is detached from his mount.

When he hits the floor, escape is his

GRAPHICS	4
SOUND	3
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4

most objective and bonus points can be gained by shooting him if he does escape, points are lost and you move onto the next level. An additional bonus is the green dragon whose breath is deadly.

Quak Attack is a game that even the poorest players can understand and enjoy, but there is a lack of variety, the graphics are only adequate and the sound is mediocre. **PT**

GAME: CHIVAL
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: PROGRAM POWER, £6.95

In this addictive game you must try to rescue power pearls from a creepy man

slur. There are four rooms to pass through: Specter's Lake, Horrid Hall, Spider's Parour and Death Tower. There are many dangers to overcome including poisonous spiders, bouncing spiders, moving platforms and connecting floorboards etc. **TT**

GRAPHICS	3
SOUND	3
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3

E 64 • COMMODORE 64 • COMMODORE 64

NAME: ROOTH TOTH
MACHINE: COMMODOR 64
CONTROL: JOYSTICK
FILES: 40000000.D64

A genre of heavy metal and musical influence. Rock'n'Roll was a big hit in Japanese schools but has only made it over here to become a cult in the 1990s.

It is a game requiring the grace of a
 another player than the balls of a tennis

Whether you require quick releases and even quicker installation

You cannot a table wiggled on a floor consisting of a mineral water. On the blue lines of the table are a crystal of purple water, which you can blast to small pieces or to destroy the furnace, a hard of water mineral water.

On the first of many levels your opponents are Gentiles whose name gives a good idea of their appearance. They are one of the heathen, the multi-

of the room and ultimately clear the
room of them.

To avoid that, you can either blow a line twice (the way we're by pressing the joystick button, turn your tube blind and pass through them. But you only remain invulnerable for a moment, so two or three Gasteros together are bound to get you.

When you've cleared most of the water a trail will appear. This is a fast way to make a hole, because you

NAME: Mr. TAY
ADDRESS: CHANDLER 54
KENTWICK, WYOMING
Phone: HOLMDE 527 73-CART 69-43

The game isn't an employee as it sounds
And you should still trust in both customer
choices. Mr. T's is health's solution.

A bull roared by how with no roar or moan's (that's a real) really is a complete

grid picking up sticks of dynamite. The lines of the grid disappear as he runs over them. Once he's picked up all the sticks, he can progress happily to the next screen and do the same thing all

"Well, actually it's not quite that easy. Your training takes follow-up about the good with unknown purpose, cutting off fat people's noses and blowing up the dynamite (thereby) disarming him."

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Mr. TMT has two options. He can either concentrate on grabbing the dynamite and avoiding the laser or he can go as good as he gets by running round the grid eating all TMT's enemies.

Once a host reaches a dead end and ignores out and is seen as all the hosts have been extinguished you move on to the next screen. With each screen the focus

BANK: MY SCHOOL
MACHINE: COMMANDER-64
COUNTRY: JOYSTICK
FRONT: TIMON SPA-11 74.08

Building better liberals can now act out their fears explicitly. That inside game consists of four tasks which have to be completed as part of your training course in the shadow system of silence.

Today he said I had made a mistake, and I felt as if I knew the

be pulled below moving on to another harder one. You select a stream by moving past them along one of the four corridors in the middle of the screen.

The top path runs past on the side of a valley. A spiral path has mechanical turn along on the right hand side protected by a moving barrier. While the left half is cross crossed by tracks moving up and down.

[†]Values are means \pm SD. **P* < 0.05, ***P* < 0.01, ****P* < 0.001.

trying to blast your way through the wall and stranding the leader. Staying too long in one hole prompts a rabbit to launch itself in some direction.

To the right is a creek course in landscape. A conifer is a marker at the bottom left of the landscape.

Starting at the top of the river you have to get to the cars, and back to the end of the line.

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• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG

BLADE: OXYATHLON
MACHINE: COMPOSORE 44
CONTROLS: JONSON
FEED: 4" (100mm) 100mm

A grunting, grunting game. A test of stamina, skill and guts over the two events that make up this superior proving ground of all round athletic prowess. The only computer game I know where you need a shower and a massage when you've finished.

Although up to four players can compete, the most exciting option is certainly the two-player game, where you can keep a close eye on your opponent for signs of stress and panic.

First, enter in the 100 weights. On screen the two spreadsheets appear - browned and its - in their parallel lines. Under starter's orders you furiously grasp the joystick. Next second and you're off furiously wiggling the stick from side to side to keep up maximum speed.

The stramonium is a superb, with legs and arms pumping excitedly. If you're hit hard too early and lose your footing, you should be able to break 11 seconds.

nerve training in technique. There are few more embarrassing accidents for a computer guru: worse than falling backwards off his gods. Better, he even wonders the bar. My great comfort this morning while I having trained later, surely for at least a morning, ended over 1000 and he was going to work.

level. And as desired all take valuable measure of strength as you work up momentum before releasing your muscle. They fly through the horizon you can achieve the remarkably smooth sailing. Put in a big throw and you'll even get a burst of applause from the otherwise calm spectators.

By now you're tiring fast. Just three more minutes because it's back in the truck for the 400 meters. Let two fast a pace in the early stages and you'll suffer on the final bend as the faster wind fills your legs and you feel your momentum through paddles. There were in the agony of seeing your opponent cross the line as he had 10 meters.

The 118-metre *Harrier* is another vote for the *McDonnell Douglas* Speed as several but unless you get that strike action just right you're going to have a really slow turn and an awfully slow

Applied and collected material presented in the following manner:

year oil and other volatility was noted in the otherwise trail of savings and confidence—the 150 million.

It's tough on the legs. It's tough on the legs and it's conceptually tough on the joystick. At the very least this event requires three and a half inches of the most strenuous wiggling. When you're staggered past the legs you'll find that it might have been less tiring to go out and find a marriage, make love.

Derivatives is one of the few sporting simulations in which the effort on screen is matched by the physical effort required of the player.

The graphics and animation of the artists are superb, but it's a pity that this isn't matched by the background of the sound. But there are minor complaints. The game is all about controlling. So get yourself a good, strong joystick and a good strong finger to press the buttons and you're set.

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COMMODORE 64 • COMMODORE 64

GAME: ZETA 7

MACHINE: COMMODORE 64

CONTROL: JOYSTICK

FROM: MOGA, £7.95

Your task is to protect Zeta Class Defence Sphere 7, which is essentially a blue planet hanging in deep space. You're armed with a 'super-powered Positive Accelerator' 'Bounce' impressive.

Well, it isn't. It's just a lot of sights which you rotate in search of enemy attacks. Despite all that positive acceleration the planet is prevented from flying out of space.

From the fire button and your joystick you can hit a ball which flicks fairly



towards its target. By the time your 'Bounce' ball explodes, you will be expecting along a fairly long game.

Below the space display is a status board giving you information on your

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

pod's condition. 'Yellow' means you have to find time to recharge your power and 'Red' means you are in danger of imminent destruction.

Attacks come in the shape of fighters, missiles and larger fighters. They're all diverse and hard to hit.

The graphics are good but nothing special and the writing is slightly over the top. It can make for an entertaining half-hour — a bit like watching an old episode of Star Trek. **PC**

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: HERCULES

MACHINE: COMMODORE 64

CONTROL: JOYSTICK

FROM: INTERBSC, £5.95

Another game from a new company, and it features a better response rate to good as Hercules themselves. It certainly isn't leading a life more about them.

Hercules is a multi-screen platform game where you run, jump and climb about the screen to reach your objective. Although the game play sounds familiar, it has a number of improvements on the standard recipe. It's also very difficult to play, but once you get the hang of it you'll find it difficult to stop.

There are 50 different screens and 12 different tasks to perform. The 50 screens are divided roughly between the tasks, with one or two having only two screens and some of the tasks ones having as many as six.

The first big difference about Hercules is the way you play. Every time you lose a life you're transported to another screen and another task.

The benefit of this 'Random Access'

Principle is that you get to see more than just one side of the game without having to back your way through from the beginning.

The second big difference is in the actual game-play itself. Before you start on a task, the screen flashes up an introductory explanation of your objective in this particular part of the game. It doesn't incidentally tell you how many screens there are for that task or how to accomplish it.

Once you enter a screen, you have to move very fast indeed because the platform you are standing on bursts into flames within a few seconds! This puts a lot of pressure on the player and when you're not starting the game it can be a bit discouraging. You keep losing lives and flashing from screen to screen with no getting anywhere.

Once you start to get the hang of the different tasks however, this feature adds excitement rather than frustration to the game.

There's a great sense of humour in Hercules. Some of the screens you come across look absolutely impossible. It's only when you deliberately try to complete

the screen that you discover that parts of the display are missing. In some screens platforms suddenly appear to melt up to save you from certain death. You don't get too lucky — some of the platforms disappear just when you're stepping onto them. All very nice — and very exciting.

When screens reverse, unless Hercules' spirit moves up and down blocking your path. But updates speed down before you and are held in touch. These things inevitably let you to think up — and sometimes miss down — when you grab hold of them.

Hercules is a game that requires persistence and patience to get started, but it's well worth the effort. For once a classic hero has inspired a classic game. **PC**

GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5





ELECTRUM • ORIC • SPECTRUM

even longer before you can coordinate any of the 40 balls in the maze.

The program gives you a choice of two maze tracks. Each one has its own pitfalls ranging from the hoppers inside of the Mobergung in Germany to the temp-tingly long straightaways of Prisoner Paul Blood's car.

Your color is a vivid yellow while all the others are in green. Control with either keys or joystick is simple — left

right, accelerate and brake. As you near enemy bugs the start and turn into the first bend you will adjust the excellent feel of your machine. Then you'll go off the track. Distasteful, after a few practice laps, you'll learn the character of the circuit and know which bends to take slowly and which at full speed.

Racing is a real challenge: Is the other driver and you drop back many places. Weaving through small bugs

Anybody who played this game's predecessor, *ITD: Grand Chase*, will know high hopes of Paul Theonin's accuracy as a simulation. They won't be disappointed.

GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

being quite tense, but by the time you get to the sixth wave they're firing at you with mindless abandon, whilst not forgetting to run you at every opportunity — and those only level 1!

There's a choice of four levels: the fourth party will fill the screen with shots of ready and waiting to kill you — if they can! The options include a training mode, which is great to get the hang of the keys and to see what others

you're going to be played with on later levels.

There is also several on/off settings: time and a high score table on which you will feature if you score over 200 points.

The sound is quite authentic with the zap, zap of your blaster and a big explosion when you explode. The graphics are colorful but small and the game looks rather like an Asteroids clone.

However, it does have a good feel to it and is definitely fun to play. Go to it, mate, support!

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

GAME: UCH

MACHINE: SPECTRUM 48K

CONTROLS: KEYS, CROSS, STICK, SENSITIVE

FROM: SORTED, £5.95

Ugh is starting eggs again and being attacked by winged dragons! He's

wanders along the diagonal path to get an egg from the top of a hill. This is without a weapon but he has a spear to defend himself against the Tyrannosaurs.

The Paradoctyl drops rocks on your head but this means you can also available on the Oregon and Commodore

on 64 is not very exciting.

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

GAME: ADVANCE TO HAVANA

MACHINE: SPECTRUM 48K

CONTROLS: KEYS

FROM: ANALOGIC GAMES, £5.95

A reasonably copy of Monopoly for

once where you wheel and deal in London and retain against your even more computer opponent.

No graphics or sound though and the program reacts very slowly to your commands. It'll be confusing if you don't have the board game because

there is no sound or instructions.

GRAPHICS	SCORE
SOUND	SCORE
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

recommended!

New Power have gone and ruined the fan Theonin's game — it's the real thing. No longer can you creep up behind the crowd there cheering you on — you actually see them, you compete with heads turning left and right as the ball bounces across the court.

Instead of a line you have an actual player, snarling around the court with responsive animation.

The action is taken from a Wimbledon of the future where rubber rackets have been replaced by mega rackets — the racket head is about half the size of the player. This is very useful if you want to actually hit the ball!

Making a stroke takes a little practice; you should stand with the ball with your racket stuck out to the right (shoulder position if you're right-handed) or to the left (left-handed). As the ball comes over the net you move into position by turning forward, left, left or right. Then at the right moment you swing the racket. Now the ball smashes back over the net.

Because of the follow-through, every

time the swing racket has a powerful the racket changes from horizontal to horizontal position or vice versa. This means that if the ball is spinning the wrong side of you you can introduce a quick swing of the racket to your other side and then swing again to make contact.

The ball itself appears to have been in use an awfully long time, because it's black. But it moves beautifully around the court complete with a shadow to reveal its height. So you can tell when you're about to go in for the net. And just watch when it does — a ball boy runs onto the court and picks up the ball! This is one sight that's good for a laugh.

The game instructions say that it's possible to alter both the direction and pace of your shot, according to the timing of your swing, and whether you're moving when you hit the ball.

I found this took considerable practice to achieve consistently. But it's remarkable how well the spirit of the game is captured. You can rush to the net, put in a couple of sharp volleys, stand to avoid being passed, and then

swing fast your opponent!

The program's attention to detail is also impressive — you can play either against the computer or against another human. The game is scored authentically, including on-breaks if a set reaches 6-5!

Serving alternatives correctly, and the players even change coats every two games although fortunately they also alter the on-court role.

You can play one three or five-set matches, and there are three levels of play — quarter finals, semi, and the final. On the higher levels the ball moves faster.

I have to admit it's my 1994 version of when tennis has been improved upon. Game, set and match to Power! But I wonder what computer tennis will be like in 1999? **CS**

GRAPHICS	7
SOUND	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

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SLOGGER SOFTWARE

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GAME: CYCLOC RACING

MACHINE: SPECTRUM 486

CONTROLS: KEYS, CURS, SPACE

FROM: MICROMANIA, £5.95

A kangaroo... from space? Surely not! Not there it was, bouncing around the moon in search of its spacepup.

Simple cut-out from the first field has to bounce his way from screen to screen to journey to the moon. You bounce

automatically and can jump higher or lower and follow without forwards.

Scenery is an expected must get across it as it scrolls from right to left. On the way he can pick up bonus points by passing through flags, bottles and other space paraphernalia. These can be on the ground, on the tops of buildings or suspended in the air on floating platforms.

Meanwhile bonus ambulances and

search must be avoided since they can interrupt him in mid-bump, costing a life. In the process, the bunny must be carefully watched for since they can appear on platforms in place of bonus items.

Most obstacles can be dealt with by firing bonus gloves at them. However, bombs can't be launched out like this.

If Kanga manages to survive his ascent, what then he has proved to

GAME: STREET

MACHINE: SPECTRUM 486

CONTROLS: CURS, SPACE, SPACE

FROM: BIFFEMACRO, £5.99

Another in the spirit of Thrack and Field comes but this doesn't measure up to the arcade original or Micro Olympics covered elsewhere in this issue.

First events have to be completed, the 100 metres, 400 metres, 150 metres hurdles and 400 metres hurdles against

two opponents, and a hammer throw, the aim being to score as many points as possible.

There is none of the standard pumping thrumming at keyboards or joysticks. Your speed in the arena is determined by your chosen effort between one and nine. However you only have so much power to cover the distance and therefore have to relax your effort carefully.

It makes the game less harsh on the hardware and more dependent on skill

rather than on raw power. But this also means a lot of frustration.

The program runs through the title screens for every event and you can spend almost as much time waiting for these as you can playing the game.

The limitations of power mean you spend most of the running races just watching three badly animated men joggling across a white picture with two lines across it. No grass, no ground, no distance markers, no sound. Nothing to

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

GAME: TORNADO LOW LEVEL

MACHINE: SPECTRUM 486

CONTROLS: KEYS, CURS, SPACE, SPACE

FROM: VORTICE SOFTWARE, £5.95

This is the first game from Vortice since their MicroMaster Android 2 and has been eagerly awaited, not least by PCG.

The action takes place in a dual wrap-around landscape interspersed with lakes. On the ground are buildings, wires, electricity pylons, poles and walls. The buildings though are unconvincing and are painted and white blobs.

Your Tornado starts on a runway and after taking off into the void begins a search of five energy beams which you have to destroy. The lighter search is a Z-axis with left and right banking but you can explore the land

scape in any direction.

At its flight ceiling the plane can avoid all but the tallest buildings and the poles. But to destroy the five beams you must descend to a very low level and fly directly over the disc that passes for a beam.

The plane has two light modes: red or blue, either forward for landing and slow flight, or swept back for faster and higher soaring flight. There is smooth movement and an excellent shadow of your plane across the ground as you fly.

You are shown a radar screen, six meter fuel gauge, four fuel and the number of energy beams remaining on the right of the display. The fuel can be replenished by landing on the runway again and the four fuel is no problem.

Some more features are the battery which are below the land level, so surface planes must beware of shell walls. There is also a bridge to fly under which is gradual to have a go at.

On the second mission a beam is placed in the water, which means it is far harder to get it. On later missions the increased positioning of these makes things even trickier.

There are no bullets and bombs in this game but once you get familiar with the controls it is a great program. **BM**

GRAPHICS	5
SOUND	4
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

GAME: BUNNY AND THE EGG

SAATCHI&SAATCHI

MACHINE: SPECTRUM 486

CONTROLS: KEYS, CURS, F10, F10C

FROM: HANDED SOFTWARE, £5.99

Bunty is an underdogged Israeli Fender engaged in a desperate struggle to preserve his options on the planet Checkers. There are 12 different screens to get through, involving cutting the eggs, incubating them and, finally, eating the chicks.

The first stage has you removing stolen eggs from the early Egg Switchers. You must shoot them in light and catch the hatching egg.

When the egg is in your grasp you must swoop down to your post and drop it in. To make life that bit harder you

have a diminishing supply of eggs that must last until you complete the third screen.

As with all Checkers there must be a hint for each stage. Bunty has the task of shooting (yes shooting!) cockroaches to free they drop into his nest and lower the temperature.

The rare spotted Froggie will try to drop the temperature of the nest by spouting noxious fumes into it. This contains bugs around it between, on eggs, plus only hope of destroying him being to shoot the coloured spinning spheres which move around the screen.

The third stage has you trying to find your hapless chicks with the green worms that wriggle around the screen.

Looking so ugly head is yet another Egg Switcher who will deplete your food supply by dropping missiles into

the nest. If the food supply falls to zero then a chick is lost - the other chicks get hungry and eat it.

If you manage to maintain a good food supply the chicks mature and you start over with the second generation (them being four to do a family).

The presentation on Bunty is superb. There are user-definitive keys and all major points of interest are supported.

Bunty will achieve the national interest and has the right blend of action and strategy to have you constantly coming back for just one more try. **TT**

GRAPHICS	9
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

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GAME: DEFENDER
ALIAS: SPECTRUM 486
CONTROL: KEYS
FROM: SCHTER, SA 95

There's no doubt about it, this is the best version of *Defender* yet released on the Spectrum. It takes over the controls from Capital's version of the *Body Sculptor* for two reasons: it often seemed to those who don't have a Palace soundbox (as well as those who do), and it's more playable. *Defender* was undoubtedly hard to play—the harder than the arcade game itself. But this is a lot less frustrating.

For those who were here yesterday, the story behind *Defender* is that you're protecting a group of humans from being kidnapped by spacebots known as leaders. You fly your craft across a scrolling horizontal landscape blowing



the enemy and keeping a special watch for any humans who hang from a jet. When this happens, they cry out, and if you're clever — and fast — you can shoot the ship carrying them, pick them up before they hit the ground, and then land them back on the surface.

If you fail, the humans die and you must start again. It's a much more vicious type of alien. At the game where as you

GRAPHICS	5
SOUND	4
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	5

come across many other hostile craft: enemies, leaders, humans and pods. All these appear in *Star Wars*.

One of the best features of this version is the control system. This closely follows the arcade pattern: up, down and screen with your left hand; shoot, fire and shoot again with your right. The keys are evenly placed, there are no one-ways and you need much practice.

One disappointment is that the scrolling isn't completely smooth. I also found the tiny radar panel at the top of the screen very hard to make use of. Never mind. For *Defender* lovers this is a must. **SC**

GAME: DRILLER TANKS
ALIAS: SPECTRUM 486
CONTROL: KEYS, DIAL
FROM: SIMCLAIR, CP 95

Innocent in appearance, our rich underground heritage? Challenged by the property developers' machine destruction of beautiful buildings? Even on playing around in tunnels? Put up with everything?

Then *Driller Tanks* may be the game for you. Not for me, but there I must be of a vandal and I couldn't really care less whether the *Summer Palace* — a museum of Big Males and English Portico — is undermined by the fine-brushing *Mammals* and their 'wildness cohorts', the *Skorks*.

The palace lies above a network of tunnels, where those *Mammals* and *Skorks* live. The *Mammals* are over-



given purple heads, with enormous voracious mouths while the *Skorks* are crablike things whose only work in life is to fill in unblocked tunnels.

Which is where you come in. You control the *Driller Tank*. Your mission — to descend into the tunnels and destroy these evil creatures before they erupt.

Your tank has a whirling pointed nose

GRAPHICS	4
SOUND	4
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	4

to clear the tunnels and has an Ice-Cannon to melt the *Mammals* before delivering the simple gun-by-crushing them.

And that's about it. Down you go. Chug, chug, chug. Dig, dig, dig. Heave, crash. Oh, course, it's not quite so easy because your tank moves much too slowly and if you're using the keyboard, you'll find it's controls unresponsive.

Driller Tanks is disappointing because it could easily have been so much better. It scored miserably badly. As it is, the graphics are pretty enough but the sound is annoyingly repetitive. **PC**

GAME: 3D-BAT ATTACK
ALIAS: SPECTRUM 486
CONTROL: KEYS, DIAL
FROM: CHRYSTAL SOFT, EA 95

This arcade only says *Bat Attack* is the first of a series of tapes which are more realistic and more challenging than the games you've been playing so far. You'd be happy to believe it.

Admittedly, the first few seconds are impressive, as the title letters around you and the steel upright, but what follows is simply another rendering of a well-trod theme: the 3D maze game.

The scenario is that you're inside Dracula's castle to collect the gold bars which later the floor. But your attempts at burglary are put in jeopardy by a collection of bats, against whom you can only protect yourself by means of close-algebra.

What actually happens is that you are



given a simple 3D view of the corridor in which you are standing, revealing exits to right and left, and any gold or bats which may be lying on the floor.

You can move in any direction, or rotate to see what lies to your left, right and rear.

You can also get an overview of the entire maze to see how many gold bars you've collected. A separate 'radar' continually indicates the position of the

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	3

bats as they close in on you.

But although this is all competently done, you may be disappointed by the complete lack of animation. When you move, the screen simply switches directly to the new position. And the bats themselves — when you are near — just get larger as they approach — so no flapping wings or drooping mouths.

Those who lack Sinclair's Interface 2 may also take exception to having to use the cursor keys for control — plus Caps Shift when you want to rotate.

There are a total of four mazes, linked by a lift. The bats become increasingly aggressive as you progress through each successive maze. But you'll find you become increasingly bored. **EA**

SPECTRUM • SPECTRUM • SPECTRUM



GAME: LES FURCS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, JOYST
FROM: PPS £5.95

First a French lesson. Les Furcs translate into English as The Cops. So why not just call it that: you might well ask. The reason is that the game is based on the Pink Panther film in which Peter Sellers played Inspector Clouseau

whose English was so much as his detection.

You play the part of the Pink Panther who wants to steal the Purple Puma: a precious gemstone. Good luck in this attempt to tell you are Inspector Clouseau and how truly gentlemanly.

The game begins with a maze-clear sequence in which you have to progress from the starting square to and enter one of the nine rooms containing various objects to help you in your quest.



GAME: MAN OF THE WOODS
MACHINE: SPECTRUM 48K
CONTROL: CURS, KEYS
FROM: C&S, £7.95

The concept of seeing out one of the most dramatic moments of all literary fiction is very attractive, but this game is really looking at the mistreatment of the robin when which these Americans are so concerned about.

The aim of the game is to get in search of your friend Carrie. You have to reach six locations in the right order and on the right days. Finally you are meant to find the Marlon character on the seventh day when all will be revealed as to the fate of your Carrie and the rest of the human race.

The program is a graphics adventure although there is little adventure. The occasional single letter command is



GAME: RAINY DAY
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, SMC
FROM: CCS £

It's a greeting with rain outside and the dog's just delivered up your cassette at Kewgate at the Myriad Cinema, then you might be tempted to head up Rainy Day.

Hold it right there! Are you SURE you

want to do that? Are you man — or woman — enough to cope with two different rain games? Or a Mastermind clone? Or the standard Rainline Tester?

That's what you'll be faced with in Rainy Day. The game puzzles are attractive little pictures that your Spectrum has modelled up and which you must rearrange against the clock. Very enjoyable — if you like game puzzles.



GAME: SPACE COMMAND
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, SMC
FROM: VIRGIN £5.95
FROM: CCS £5.95

In Space Command it's your objective to defend the doomed city for as long as possible against the hordes of alien ships whose sole purpose in life is to destroy you. You know the sort.

Once the alien gals started, you are presented with the display, which apart from the alien cover changes through out the game. The lower portion of the screen is taken up by your city, which is protected by a force field. As the alien hit the force field it becomes weaker and eventually reduces its range. A hit by an alien in an unprotected area kills you a la.

Although the city looks good and is



GAME: CONTINUUM
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, JOYST, SMC
FROM: AMARZ INC/GAMES £5.95

The packaging of this game looked terrific, but perhaps there was a wonderful program just waiting to get out. Then I noticed it was a 500-megabyte game. When first I thought that it still might be good.

I waited anxiously for the miracle of

technological achievement to load. Finally I was ready to go winging my way in Luke Skywalker's ship after the end Darth Vader.

But then I started playing of the discovery: definition of the word stimulus to this program. A flashing border appeared forming the scene in itself — and flickering like a bad home movie. My ship dropped into the bottom ground and despite my best efforts



GAME: MICRO OPTIMUS
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: CHANBAW £5.95

I'm tired, so I'll be in the 100 metres that did for me, coming after all those other exhausting events. Let's face it: it is so Daisy Thompson.

It all started in the 100 metres — my last event. I had high hopes of a gold medal. But it really is rather frustrating

experience seeing against a computer which in all cases achieves the victory without reason.

Still, when the starting pistol — or beep — sounded I powered away at the keys to move my legs. But to no avail. As usual and so fast as I pressed my little legs would not move me quickly enough. The computer recorded a time of under 10 seconds while I breasted the tape in a jolted 14.5. Dehydrating very dehydrating.

Better luck in one of the field events.



IM • SPECTRUM • SPECTRUM

Most of the rooms are a combination of levels, lifts and gassy poles. Objects to collect include a key, a big 8-diagono money and a very useful dagger for disabling the predators.

Once the Pink Panther has collected an object he has to escape from the room, get back to the car and speed off to another one.

Eventually he will have enough equipment to enter the room where the Purple Puma is kept. It's not easy for

children, means that the game relies mostly on the visual effects which don't stand up to the barons.

Your character, a thick man named Mr. Wonders, wanders around the dark streets of London and the Home Counties hoping to bump into a location and not a Martian lightning machine or a horde of refugees.

The lightning machines attempt to blind you, and the refugees swamp you away

Code breaker is straightforward with a time limit. You are allowed no more than 15 attempts to guess the code. There are three levels of difficulty that allow the number of digits in the code and the time limit.

One of the problems with Code-Breaker was that if you entered a wrong digit by mistake, you couldn't rub it out and had one of your 15 gone.

Reaction Tester is, well, a reaction

will coloured the memory of the graphics on page. You can have one of three backgrounds ranging from a space shuttle-type to what looks like a green fish, some of which are spectacular.

There are a variety of aliens from an unimpressive aliened alien to an attack of Martian Gunbikes and although they scroll across the screen smoothly, they occasionally sink to their doom. Your heart beats in a straight

meant to shoot like a mile an hour.

The alien shot appeared as a dot in the distance and landed in my forward or positively happened on was it Basic. Leaps. Pressing the fire button I expected a burst of laser fire to keep from any enemies but all I got was a small fire on the screen, and a noise like a mouse being disembowelled.

I did finally manage to hit a spaceship and was rewarded with a small sound

perhaps? No. Does more humiliating. In the Pole Vault the computer ran along, lowered its pole and effortlessly sailed over the bar. Mr. I couldn't even get off the ground. But I do have no excuse - it's not very slow just when you should know your pole. Try doing it at the same moment as the computer chooses and you'll get it right.

In fact all the first except suffer from a difficulty on knowing how to control the figure on screen. I must have recorded the shortest distances in Olyn

him to get his paws on it. Though because the room is swarming with predators sporting their stylish kongs.

Players will find themselves confused many a time with the message "You have been sentenced to life imprisonment in the Beasts" - a bit odd considering that the Beasts was destroyed in 1789. Much worse is knowing a horrible version of the Pink Panther theme-tune every time you're caught.

However, the game is good fun and

with decent controls, is totally lost again.

The only way to get back into normal play after being swept away is to quit and start from scratch, otherwise the referee will continue to dog you every move.

It might help anyone determined to solve this adventure to read the book or listen to [ed] Wayne's manual notes. Unfortunately this program is unlikely to give you the motivation to do either.

Index: Are you, Sister, as a judge, or should you. Take a bus? Stop the falling ball, check your reaction time, and find out.

Answer: Day is better presented than most games, congratulations which are usually noticeable for their structure, graphics and poor programming. What's more, it is reasonably good. However, I don't think I'll have you spending too much time of the 10,000.

Key and the explosions are too fast to be effective.

Based during the game is relatively standard, consisting of jumps and bumps for shooting and explosions.

Not being able to move, diagonally makes control of your craft extremely difficult. Another complaint is that level is a bit too difficult for a beginning stage. The characters are you'll die of boredom before reaching the second.

of exact death. Death Vader even has earned on his game job. Did it you know he died in the third film? Even, badly a bit in the screen appeared which I was informed was a little too.

Naturally I did my best to get through it - but failed gallantly so that the secrets of the other side were kept from me. That was the best news I had all day. I didn't want a minute more.

This program belongs back in the

jet history at jokers, hammer and doves.

Get back to the track for the motor race. What a disaster. The world record for this event stands at 210 seconds. I recorded 218.30.

Despite the story of having to press two keys for arms and a half moment. But as the hands and feet on the Spectrum is like from robot keyboard.

The animation in this game version of the arcade game Thrax and Pail is excellent, with your object's arms and

will take some time to solve. Antislash and gas phase are good, but perhaps more rooms are a little slumpy when compared to what you can achieve in some of the more recent Spectrum.

PC

GRAPHICS	5
SOUND	3
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

Balance is most definitely a virtue in this game and I doubt whether many people will have enough for this disappointing program.

BW

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

Unless it really is pointing outside and the dog HAS shown up your concern of Average of the Market Carrots.

SC

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

Vegan have produced one or two good games, but this does not mix amongst them. Space Command isn't worth the time it takes to load.

JP

GRAPHICS	5
SOUND	5
ORIGINALITY	3
LASTING INTEREST	1
OVERALL	3

greatly out of industry days of the ZX81. I couldn't help thinking it was the best brand of where that the name to put it on the market.

BW

GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	5
OVERALL	1

legs pumping convincingly.

The Screen backgrounds are a little dull and the sound is no great shakes but as long as you don't try to run a marathon - or even 1000 meters - you will have a lot of fun.

PC

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5



SPECTRUM • SPECTRUM • SP

GAME: DEATH CHIEFS 8000

MACHINE: SPECTRUM 48K

CONTROLS: KEYS: SNAC

FROM: ARTIC, £4.95

Artic makes no mean claims for this game: it is 'they modestly say the latest and greatest' and most exciting chess game ever developed. It may possibly be the latest, but the other two adjectives certainly do not apply.

In effect, you get two games. Option 1 gives you enough forward computer chess at a level and a reasonable game.

What gives you a hint about the material? Option 2 is the pretty, game



are tanks and lights look particularly impressive. The game is that every time one side or another proposes to take a piece or make sequence moves

GRAPHICS	8
SOUND	2
ORIGINALITY	10
LASTING INTEREST	10
VALUE	10

with the latter also having less piece.

From a point perspective a game in which the computer's helpfully tries to bank your tank before you can reach a city. The graphics are pretty, but the gameplay is minimal. From a different point results in a new version of Gold's mine.

It is afraid I can't see Karpov and Kasparov taking it up. **PC**

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

GAME: THREE THINGS HAPPEN AT

SEA

MACHINE: SPECTRUM 48K

CONTROLS: KEY, CURS, SNAC, AGT

FROM: SUPERSOFT, £5.95

I used to have terrifying dreams about being on board a ship which was gradually opening leaks, and I had to bear myself trying to fix them. This game is the nightmare come true.

The terror begins when you, a service robot, materialise in the bridge at the ship. This is one of the ship's 11 compartments - only one of which can be displayed on screen at once. You glance at your instruments, and see that a single - water is pouring into the ship's hold.

So off you run, pausing only to grab a walking patch and bundle your way through the ship's compartments and you reach the leak. Drop the patch onto the leak. There! But already the water level's high - enough you to lose power - better get out fast!

You leave fast, don't you? You forget to close the door. The water's pouring through into this room. Could find the door and get to the pump. But where's the pump handle? You left one

in another room. No time to gull it because your power's running out. Help! Must get back to the bridge to recharge.

Just in time. And now if you're lucky, you can start back to one of the water-filled rooms and pump it down if not the ship is in danger of going down. But... game. Another leak has opened! And water's entering the bridge! It gets at all sleep the recharger will no longer work. That's it! Not out of power. The ship sinks with thousands of pounds of cargo on board.

More Things Happen At Sea is a brilliantly original puzzle game. It's so playable you can start enjoying it from the word go, yet as it goes on you have more and more to worry about - enough to turn even a skilled player into a glimmering wreck.

After learning to cope with leaks and pump handles on your first turn, you must then on your second turn take time to keep steering the ship on its proper course. And on your third, worse things still happen - including the engine overheating.

The screen is very cleverly designed. The bottom half shows a compartment

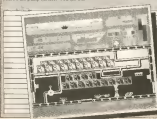
GRAPHICS	8
SOUND	8
ORIGINALITY	10
LASTING INTEREST	8
VALUE	8

you're in, complete with leaks, pump, and rising water level. The upper half has a number of indicators including the robot's remaining power, ship's direction, distance to harbour, and most important, the water level in each compartment.

The robot must avoid a rather nasty pink mole accompanied by friends spread with some attractive items. It's particularly enjoyable watching the mole pump out a compartment.

Doors are quite difficult to close - you often accidentally walk through them instead, which can be fatal. But you can avoid opening and closing doors by a power-consuming mode of travel called 'zap step'.

Many of Silverdell's previous efforts have simply been copies of arcade games. This one is in a different class. It's bombingly good. **CA**



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GAME: MYSTICALION
MACHINE: SPECTRUM 48K
CONTROL: KEYS: QWEM, SHIF, CURS
 PAD: 0
PRIM: BUG BYTES £5.95

You are in low spirits. And it is not surprising, considering that nasty huge catfish has punched your screen and made and thrown you into the dangerous but even handier before like that.

So the object of this 'fully featured' cartoon adventure is to get back what a years 4 Fairy Princess stole: your dragon, return you from the hell and return and grants you six lives as either bird or fly.

To get back your title deeds you will have to travel through three different areas full of peculiar perils: the Wilder west, the Magic Labyrinth and the Castle. These are made up of well over 50 locations.

In the Wilderness your task is to find the key to the Magic Labyrinth - you can't get in without it. Since there are 30



locations in the Wilderness it's no easy job.

In the Dining Room entrance and exit are guarded by gigantic, clomping just Cray named players sent to you as a fly on for Susan. In Cat Alley there's a big cat who likes nothing better than a tasty bird for a snack. And so on - each of the rooms has its own wacky dangers. In some there you will be better off as a bird while in others it's worth being a fly by changing into a fly. Lying around here and there are pots and throwing

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	7

poor. Throwing them will get you a bonus in your world information.

Making a map is essential in Mysticalion - without it you'll never return your steps to the Labyrinth entrance. Once you've got the key and entered the Labyrinth you encounter a series of monsters made obstacles including mugging players, aggressive dragons and nasty monsters.

Appearance's graphics and animation are good, but not quite up to the standard of games such as Jet Set Willy and Galaxi World.

Maybe there's not as much to it as these games but at least it's not as buggy as JMW. The variety of dangers involved should keep you happy for quite some time. **PC**

GAME: FISH FOR DOL
MACHINE: SPECTRUM 48K
CONTROL: KEYS: CURS, QWEM, SHIF
PRIM: BUG-BYTES £5.95

Given rates to apply here as this is a rather economy simulation. You play the skipper of the only cargo ship in a galaxy infested with pirates.

You can't make a healthy profit by supplying right planets in the system, buying low - and then selling high to the local traders.

Deciding on right commodities, you must between planets involving prices and customer offers, whose combined expenditures make large debts to your profit margins. Constant reports are available on your status and that of the planets' economies and also the goods you are carrying.

Business trips you have to find the time to visit and drink and rest as normal. Trading houses are controlled as in the average high street - so there's a lot of wondering waiting around. These periods are best spent stuffing your face



to stay alive.

The right between planets is far from being the best display of 3D graphics on the Spectrum (as Bug Byte claim) and you are left too long with nothing to do but watch passing interests.

Swifter pirate attacks certainly relieve the boredom. Numerous ships swoop towards you in 3D pounding away at your vulnerable shields. These attacks are very hard to survey and make a welcome change from the last responses of the rest of the game.

But the most interesting thing you'll

encounter are the greatly looking in a variety of the different planets. These look down up on the screen every time you enter a shop to buy or sell goods. I don't trust them as much.

You must watch your Credits carefully as you deal with these shady characters (who, frankly enough, all look like the same guy in different disguises). At each stop you decide if you want to sell or buy. If buying you risk a program for a list of the commodities in stock and judge what goods will make you a killing.

But your first visit should be to the planet store to buy a laser and power packs - to stop the pirates making a killing out of you. **EW**

GRAPHICS	5
SOUND	5
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	6

GAME: DECOR WRECKERS
MACHINE: SPECTRUM 48K
CONTROL: KEYS: QWEM
PRIM: SCORPIO SOFTWARE £1.95

No painting the town red in this game.

put the screen yellow as your roller tries to fill in the display.

With a demanding paint supply a falling bomb and barbed wire traps you are equipped at. But there's not much of interest in what is an inferior version of an old game. **EW**

GRAPHICS	4
SOUND	4
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	4

GAME: BOUTHERN
MACHINE: SPECTRUM
CONTROL: KEYS: JOYSTICK
PRIM: SCORPIO SOFTWARE £2.50

An enjoyable version of the two-player game of aerial tactics and destruction.

Armed with 512 sounds of weapons this you whirl around the heavens in your fighter, trying to get on your opponent's tail and blow him to smithereens.

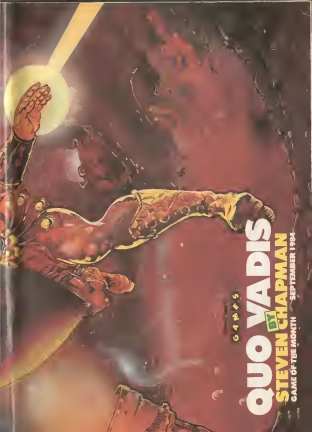
Of course, most of the time you're more in danger of landing into some of

GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	5

the scenery

PC





GAMES

QUO VADIS BY STEVEN CHAPMAN

GAME OF THE MONTH SEPTEMBER 1984

Gremlin Graphics

buy these games at your peril!

Two fine games together joined only by the fact that as Monty Mole is as much excitement and nerve-racking tension as anything you can buy. The first launch has a few options where design ideas have already started.

Potty Pigeon

It's not the biggest and most complex game ever written, but it's a real challenge. It's a game that's been in the air for a long time, and it's a game that's been in the air for a long time.

Peter Hargreaves

A really good game, it's a real challenge. It's a game that's been in the air for a long time, and it's a game that's been in the air for a long time.



From the Potty Pigeon, a game that's been in the air for a long time, and it's a game that's been in the air for a long time. It's a game that's been in the air for a long time, and it's a game that's been in the air for a long time.

COMING SOON!
Potty Pigeon
on Spectrum 48K



Potty Pigeon: Spectrum 48K



Monty Mole: Spectrum 48K



Monty Mole: Spectrum 48K

If you can stand the nerve tingling excitement get your game from all good computer dealers. Distributed by: Gremlin Ltd. Tel: 021-925 7593 and B & B Software, Tel: 0425 753434.

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Gremlin Graphics, Alpha House, 30 Canon Street, Sheffield S1 4PB. Telephone: (0142) 753433





REVIEWS

REVIEWS

ADVENTURE WORLD

FORGET THESE TREASURES!

Hops, which has been stolen, and see how it to Mount Olympus.

Compared to *Five Treasures of Agyar*, *Olympus of Hops* seemed like game of the year. In fact, it's a rather average adventure that is perked up with some surprising additions. First, the sound effects.

Standing in the temple you hear a loud sound between steps. Many about too long and you get bitten by a snake. After that, in another location you can be sure I didn't look around to



■ *Olympus of Hops*

find out what the loud sound was. Being stung to death by a serpent here is a joy ride of a Greek holiday.

The responses are a bit slow in *Myr*, such a game, but otherwise I found it an interesting and fun connecting game. One thing that annoyed me was the response to my entry *Lo* learn *What*. The program replied, "That's women's work." The assumption that only men, boys and wizards play adventures is not only incorrect, but also I think a little insulting to half-bre populations.

Wild West

However, in a very small, man's world in *West*, a new game for the 64 has another company jumping on the adventure bandwagon, Talon Software.

This is a rather unusual game, a first-adventure but with a real time element which can make play rather tense in trying the best.

Everything soon old, everything new in the Wild West, and drives of gun toting bank robbers are on the loose. When you encounter one you have to type in "SHOOT" or tap speed anyone's able to beat the clock with a bullet in your back.

Since we robbers have always preferred spalls to tooth typing, this proved a most demanding order.

One's strategy is that when you die you are simply returned to the starting point minus all your possessions, including your gun. So you must immediately have back to the site of your death where you will discover a familiar corpse from which you can recover all your property.

Unfortunately there are some limitations you can't return to safety, should you die in one of these you might as well collect the tape (takes 15 minutes) although you do have the option of loading a previously saved position.

Since you have 30 lives, it's not long before the locations you visit are populated by "familiar corpses" of you and your friends stored and as the tape keeps telling you, "the death is awful".

Another unusual feature is that should you happen to pick up a pack of cards you're likely to be the dropped to a game of Pontoon, the rules of which are explained in the context entry. You can keep playing as long as you like and if you lose you'd better have some money with you or guess what happens. Mind you, if you were the cobbler don't seem to like that very kindly either.

Other features which won't appeal to the point are the rather laid nature of the descriptions and the fact that many common words such as "West" and more amazingly "Help" are not understood. But the instructions claim a vocabulary of up to 200 words, and there seems to be quite a large number of locations.

The aim in *West* is to track down the bank robbers' host and escape from the town in one piece. Could appeal to anyone fed up with battling dragons, trolls and serpents... but look out for the rail-roader!

Some of the games that have made their way to the Micro Wizard's Portals of Software this month are pure rubbish but into the bin was *The Five Treasures of Agyar* from Space Age Software.

This "original and exciting adventure" is about as original and exciting as a spell for making islands happy. You are not invited to single letter commands, hence the press release. Big deal! You are however limited to a very small vocabulary and an extremely negative scenario.

The display shows a list, drawing of the town you happen to be in. You can choose between "Old English Town" and the named Spectrum character set, and a brief message tells you the number of the room and which direction you're facing in.

The direction is really pretty pointless since the program doesn't understand words like North, South etc. You have to type in "Go forward" or "Go backwards" to move about. Most of the time you type in instructions you are told that "You can't do that here" without being able to know why you can't.

Every time you enter a new room another copy list drawing, featuring a number of blank walls and a door or two is loaded onto the screen. Some times you appear to be in a new room but the display tells you that you are still in the old one. All very confusing.

Your task is to collect the five treasures of Agyar from the five different levels below the city, but however visiting the objective may sound, the game, I assure you, isn't.

Circle

I was getting rather depressed by this step, but the next offering, *Olympus of Hops*, from Martech, cheered me up considerably.

Martech's game looks different from previous. The instructions are printed from the pages of a book that turn as you read them. The adventure itself has scrolling text with attractive graphics at the top of the page that drive instantly and are among the best adventure graphics I've seen on the Spectrum machine.

You have to travel around the classical world of ancient Greece hunting for

Devco Software are a company I haven't stumbled across before. Their game *Oracle's Cave* for the 64 is one of those "sit back and head winds" programs where you go for a wild ride through a maze of caves attacking orps and, finishing with glory at the sight of gold.

Oracle's game is different because of the quality of the graphics. There's a display of the cave you find yourself in at the top of the screen. Below is a status display and a map of the cave which is used to map your progress.

In each location you are presented with different choices depending on what you're up against. Commands are entered with single key presses and the results are then displayed graphically on the screen. Move straight ahead and a little figure walks headfirst along the tunnel; the cave also climb up and down ladders, fight with assorted monsters and, of course collect treasure, food, potions, and all the other curiosities to be found in your local cave complex.

The *White Wizard* is not as fun and before a great fan of this type of game. I prefer to have the opportunity (and even sometimes the frustration) of proper plotlines.

I also prefer to have something more to do than just go around collecting treasure and fighting. However the graphics did add to the atmosphere and I suspect it made this most programs of this type.

Pot of gold

The trouble at Dragon came at a particularly unfortunate time for adventure players because Dragon Data have just

NAME	SYSTEM	PRICE	COMMENT	RECOMMENDATION	GRADE
ADVENTURE	IBM PC/XT	14.95	A	1	1
ADVENTURE	IBM PC/XT	11.95	B	1	1
ADVENTURE	IBM PC/XT	12.95	B	1	1
ADVENTURE	IBM PC/XT	12.95	B	1	1
ADVENTURE	IBM PC/XT	12.95	B	1	1
ADVENTURE	IBM PC/XT	12.95	B	1	1
ADVENTURE	IBM PC/XT	12.95	B	1	1
ADVENTURE	IBM PC/XT	12.95	B	1	1
ADVENTURE	IBM PC/XT	12.95	B	1	1
ADVENTURE	IBM PC/XT	12.95	B	1	1

produced two excellent games for the White machine.

Shenmue and *Sea Quest* are among the best games for the Dragon with decent text/graphics displays. You get a picture in the top half of the screen and a scrolling text window below with both upper and lower case letters.

The graphics are great — and in *Sea Quest* they even have the occasional animated effect as waves crash the screen or a waterfall plunges down into a abyss.

Both games have you searching for treasure. *Shenmue* has as the name may suggest to you a distinctly Irish flavor. Searching for the pot of gold at the end of the rainbow, you'll have to solve a number of tricky puzzles with the aid of a decent vocabulary and an extremely presented program.

What I liked about both these games was the logic behind them. In *Shenmue* one of the first puzzles concerns a mail box. How do you open your mailbox in the apartment building unless you know which mail box is yours? The *White Wizard* struggled with this for quite some time and eventually gave up in despair.

The solution, given me by a very helpful man at Dragon was so blindingly obvious and so logical that I, didn't

help anything. What was it, I hear you cry? Check out that mail box's type grid to find out. Meanwhile, rush out and buy the game.

Sea Quest is every bit as enjoyable as *Shenmue*. Instead of leprechauns you'll be rubbing shoulders with mermaids and sharks, buying goods on credit, and finally hanging your hard-earned treasure back to a cave on the beach. Definitely a game to die for.

Both programs are two word input only but the former seems to be a limitation and each game is quite clear about telling you what is understood and what it doesn't. These two adventures are really comparable to games on the Spectrum in presentation and content. I only hope that despite Dragon's troubles they will continue to be readily available in the shops.

As well, as Mark Christmas pointed out in a letter last month, Dragons are a preoccupied minority. And in that note I suspect I made my heart and wish you well.

Help for handshakers

Stop keeping your hand against the wall in *Secrets of the Dragon* and *The Greedy Dwarf*. Check out this month's timely tips.

The clue codes each identify a square on the grid. Start at that square and read every other letter until you have a complete sentence.

When you reach the end of a row go back to the beginning of the next row and carry on. If you reach the bottom of the grid, start again at the top.

1 Can I get the key from behind the glass in *Arise a Day of Doom*? You'll need the new screenshotter Korba (plus code B1).

2 Keep getting killed in the Cave of Echoes in *Goldra's* excellent adventure *The Greedy Dwarf*? No problem (plus code A2).

3 Want to get past the Warden at the bottom of *Jeremy Ladder* in *Secrets of the Dragon*? Now you can. (plus code D3).

1	2	3	4	5	6	7	8	9	10	11	12
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B	1	2	3	4	5	6	7	8	9	10	11
C	1	2	3	4	5	6	7	8	9	10	11
D	1	2	3	4	5	6	7	8	9	10	11
E	1	2	3	4	5	6	7	8	9	10	11
F	1	2	3	4	5	6	7	8	9	10	11
G	1	2	3	4	5	6	7	8	9	10	11
H	1	2	3	4	5	6	7	8	9	10	11
I	1	2	3	4	5	6	7	8	9	10	11
J	1	2	3	4	5	6	7	8	9	10	11
K	1	2	3	4	5	6	7	8	9	10	11
L	1	2	3	4	5	6	7	8	9	10	11
M	1	2	3	4	5	6	7	8	9	10	11
N	1	2	3	4	5	6	7	8	9	10	11
O	1	2	3	4	5	6	7	8	9	10	11
P	1	2	3	4	5	6	7	8	9	10	11
Q	1	2	3	4	5	6	7	8	9	10	11
R	1	2	3	4	5	6	7	8	9	10	11
S	1	2	3	4	5	6	7	8	9	10	11
T	1	2	3	4	5	6	7	8	9	10	11
U	1	2	3	4	5	6	7	8	9	10	11
V	1	2	3	4	5	6	7	8	9	10	11
W	1	2	3	4	5	6	7	8	9	10	11
X	1	2	3	4	5	6	7	8	9	10	11
Y	1	2	3	4	5	6	7	8	9	10	11
Z	1	2	3	4	5	6	7	8	9	10	11

ADVENTURE NEWS · ADVENTURE NEWS ·

Reincarnation of Cornell

Cornell Software, who won some legislation in June, have had their adventures used by Interspace, a company set up by Microtrack.

Words of Magic, Black Crystal and Paladins (Interspace will all be sold by Interspace, who also have the rights to the other Cornell titles. Words of Magic should be the first re-release and will retail at its original £11.95 price.

Level 9's return

The new blockbuster from Level 9, *Arise a Day of Doom*, is expected in the shops in the next few weeks. Significantly the company are departing from their text only

tradition and are planning to include graphics in their new game.

Arise a Day of Doom is the sequel to *Secrets of the Dragon* and will be available for a wide range of machines including possible versions for the Microsoft and the Amstrad. Only the Spectrum and the Commodore 64 versions will have graphics. The price will cost £19.95.

Doom for '84

Arise's well known series of adventures including *Ship of Doom* and *Ordeal Zero* are to be released on the Commodore 64.

The games will be slightly enhanced with colour text plus new to type and save to disc options. *Ship of Doom* has now graphics

enhancement, is currently being released for the Spectrum and all program names will cost £19.95.

Korn II arrives

Items of *Arise a Day of Doom* from Interspace will be released to know that there's a sequel in the pipeline. Called *Arise a Day of Doom*, it features a stand graphics, an no larger vocabulary, and follows on where *Arise a Day of Doom* left off. It should be in the shops for the Commodore 64 in September, price £19.95.

Meanwhile Interspace have also released a follow up to their Spectrum adventure *Message from Arisomada*. The game should cost around £15.95. Plot details were not available at the time of going to press.



The Wizard's Mailbag

The White Wizard has been flooded with offers of assistance and tries to help this month. We'll be launching our new "Mailpiece" column in the next issue as the assistants then a just issue to mention the following responses:

First an honorable mention of Stuart Henderson of 61 Rivercross Drive, Edinburgh EH11 3RU, who says "I would be honoured and delighted to help people who are stuck with other The Abolter on T&V." Thank you Stuart and you have the right to be a few registered cross coming from the Gull's Daughters. If you can hear me in there, prisoners, sleep Stuart a line and perhaps you'll be out in time for the next issue.

O Perks of Stock-on Trade is having trouble with Adventure International's *Adventure Mail*, so as a number of other readers. The game holds no difficulties for Colin Sharp of Haydon, who writes: "I think this is Scott Adams' best adventure yet, difficult yet logical. These books may put troubled folks out of their misery. The doses... the same yet so different. The egg - easy. The egg - scratch your head about this one. The bee - wave the goodbye."

Colin goes on to give a list of games which he can give help on. These are: Level North's *Colonial Adventure*, Scott Adams' *Medieval Castle and Prison*

Adventure plus *The Wizard*, and *Chariot & Golden Aster* and *Grave*. His address is 25 Silverlark Avenue, Stotfold, Bedfordshire MK9 7AR. Colin and I are sure there'll be some fellow adventurers who will need your expert assistance.

Interceptor's *Heroes of Kane* on the Commodore 64 has also prompted a good deal of correspondence. It doesn't hold any possible way of getting past the vampire bat, pirate or giant spider. I'd agree the "right" way. writes Michael Smith of 28 Minsterley Drive, Aickton, Widdowsburgh, Cleveland, TS3 8QR. My goodness, Michael, you are having problems! Can anyone out there drop him a line and put him out of his misery?

George Williams, of 22 Meadow Road, Kilmord, Farnham, Surrey GU10 2LP, is having trouble completing *Kincross* from

Castle Grand for the VIC 20. The problem is that when I ask for help on sometimes replies "Use Magic". I have tried everything that I can think of including *adventure*. Can you please tell me what this also means? Well, George, as a member of the Magazine's Users I am forbidden to discuss any information relating to support programs. Any non-user members out there, however, may be able to help you.

That'll all I've got room for this month. Don't forget - if you're stuck, stranded or stifled then just jot down your problem on a postcard and send it to: The White Wizard, c/o Personal Computer Games, 62 Oxford Street, LONDON W1A 2HD. Remember to include your name and address, and of course the name of the game you're stuck in and the machine you're using.

Keep those letters coming!

Adventurers' Guide Book

Another useful publication from the Bookworms stable produced by Mike Oswald is the *Adventurers' Notebook*: a slim spiral bound volume designed to aid the player as any quest he may choose to undertake.

The book falls into two parts. The first contains general notes and hints on playing adventures and a survey of the *adventure* market.

The second section contains a series of blank adventure "maps" laid out in grid form, which you can use to map out whatever game you are playing.

At first sight, this book seems like a great idea, but I have a few reservations about it. The first is that some of the

information is very incomplete. To say, for example, that the *Dragon* is a machine that doesn't react very highly for adventure players is rather wide of the mark - so much so, for example, of the *Don Dinosaur* series.

My other reservation is about the maps. More and more adventures these days are not playable on a simple grid map. This doesn't mean, of course, that the grids are useless, just that sometimes you will find yourself having to resort to all sorts of symbols to make sense of your adventures.

That said, Mike Oswald's book is a neat package, and at £3.95 it isn't going to leave the bag in your pocket.



Just a taste of the graphics from *Medieval House* and *adventure* *adventure* *Castle of Ruin*. It's to be released in mid-October for the Commodore 64, this game looks like setting a new standard in *adventure* game graphics. The program also features complex input and sound effects as you battle your way to Despatch's castle to rescue a damsel in distress. Sounds like a good deal at £9.95.

ADVENTURE NEWS · ADVENTURE NEWS ·

Mega memory

Microimage producers of *Darkshire* and *Full Throttle* for the Spectrum are entering the *adventure* market.

If they manage to match the standards of their arcade games, then *Darkshire* - their first *adventure* release - could be a winner. The game has been described as a "freed and solitary game in the classic mould and comes with graphics and interactive characters. *Darkshire* will cost £9.95.

Blockbuster returns

CDS are re-releasing the excellent text *adventure* *Castle Blackstone*, first seen from BCB. *Adventurers*. The game is avail-

able for the Spectrum, *Dragon* 32 and 64 and later for the BBC Computer 64, Cric Alpha and Amstrad.

A sequel, *Pyromaniacs* of the same is also under development and should be available by early October for the same machines.

Valley on Spectrum

Great news for Spectrum owners. Bugbyte are releasing a Spectrum version of their Kingdom Valley the popular C64 64/128C game with its sensitive characters, tricky puzzles, and 170 graphics locations.

The Spectrum version of the game has been slightly enhanced and is compatible with the Cur-

rie Speech unit. Be prepared to pay £2.95.

After the bomb

Darkshire 8 are now sole distributors for the entire digital *adventure* range. What's more they're bringing out two new titles: *Blackstone* and *After the Bomb*.

In *After the Bomb*, you have survived a nuclear holocaust and find that you are the only person not affected by nuclear radiation. *After the Bomb* has you in the grips of the Ice-Age with only 12 days to melt the ice and save the world. Both games charge heads for £9.95 and will be available for the BBC One, Atari Spectrum, *Dragon* Commodore 64, and possibly - wait for it - the Sand 65.

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PAGE



For the BBC

HUNCH BACK

By B. Wakelin

Here's a hunch you can really put your back to it. There's a hunch you can really put your back to it. There's a hunch you can really put your back to it. There's a hunch you can really put your back to it.



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the answer — but be warned — this
game will send you overboard!



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THE GREAT MICRO DEBATE

Which one's best for games?

IT HAPPENED LATE ONE NIGHT. We were just locking up the office after another hard day's labors when the Spectrum in the PCG keyboard emitted an astonishing statement through its attached speech unit. The other computers began arguing with it angrily. Whipping out his shorthand notebook, editor Chris Anderson managed to get the whole remarkable debate down on paper. We present it without comment.

SPECTRUM: You're all rubbish! as
poison
(sneered solemnly)

SPECTRUM: I said, you're all rubbish!

BBC: Who's making that noisy little
noise? Oh, it's the Spectrum. What are
you talking about?

SPECTRUM: I was just observing that
compared to me, none of you're a games
machine worth considering. It's a
straight matter of numbers. I can play
well over 100 different commercially
released titles. None of you can match
that!

VIC: Pff! I've been around just as long
as you have, rubber face. And look in
the CR of A, where I'm from there are
literally hundreds of different games
written just for me.

SPECTRUM: A pity they couldn't make
it across the Atlantic.

VIC: A lot of them have.

BBC: They can make the return journey
as far as I'm concerned. Have you seen
them actually played? Awful, chunky
graphics. Positively primitive.

SPECTRUM: Besides, what can you
hope to do with under 4K of user
memory? Haughts and stresses?

VIC: Get out of it! There have been
some great hit games released for me
recently. Have you seen *Chaos Race*?
That's an original game none of you can
match. Besides, by the time I've added
16K expansion, I've almost as much
usable memory as you. Is it so BBC?
What's more, the top software houses
produce programs for me. How Ul-

note ever released a game on the Beeb? Or on the Commodore 64? They have not. But they've produced the Pac for the Vis 20. And a GIBAD?

SPECTRUM: [in Pac] - I remember that game. Back in 1983. I think it was.

VIC: At least my version's got decent sound. What do YOU know about this one? I'll decide rear of arcade machine most possibly boring?

SPECTRUM: It is not.

VIC: Or possibly. If it comes to that. Anyone who wants to use a joystick with you has to buy a special interface first. What a rip off!

COMMODORE 64: Well said, little brother Vic. And now perhaps since Pac gradually making you obsolete you'll let me take over the debate with these British operators.

VIC: Don't obsolete me, at least. I'm cheap.

BBC: You're all so very cheap. So common. [sneering, laughter agrees]

SPECTRUM: The poor BBC doesn't seem to realise that it's actually an advantage to be cheap. If you're cheap lots of people can afford to buy you. And when that happens other people decide it's worth their while to write decent games for you. You ever had a decent game written for you BBC?

BBC: Don't be afraid of course I have. My software library includes the best versions of the arcade games. Galaxian, King, Scramble, Pac Man, Asteroids, Space Panic, Galaxiana and Missile Command that you'll find on any home computer.

ATARI: I dispute that.

BBC: unless you want to pay £30 a time for those cute Yankee Atari.

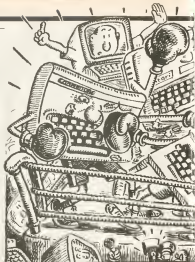
SPECTRUM: So what when even about secondary's arcade games? Those previous games of yours were released by Acornsoft well over a year ago. What's happened now?

BBC: Quite a lot, actually. For a start the release of Asterix, one of the best Eight machines ever. And what about Zodiak's first shoot-'em-up and Pink for a platform game.

SPECTRUM: Three good games in 1984 goes that special.

ELECTRON: If you think the Beeb's badly off, what about me? When they made me they said types of games would soon be available - but where are they? Some of the best BBC games have, I've been converted. I feel ignored.

ONE: So do I. I'm every bit as good as the Spectrum and my sound's far better. But I don't have nearly as many games. Mind you some of them are very good. Like Xenon. I and Dragon's Revenge. And for a great strategy game



there - Roving Manager Pac. What's this oddball game?

VIC: It's the Lyrx. He's weeping! What's wrong Lyrx?

LYRX: Oh. I feel so depressed. Lately log to you people talking all the time about your wonderful games - and I just get left on the shelf. [sobbing] They told me I had great graphics potential, that I was a great machine for programmers, that hardly anyone bought me, and hardly any games were released for me, and then... my company was bust. [uncontrollable sobs]

TERAX: [Sobbing into towel] More did too!

DRAGON: [voice cracking] And so did me!

[for a while nothing, more heard except weeping, sobs and the occasional embarrassed cough]

DRAGON: Well, I suppose one must put a brave face on it. I've seen worse than games on my time.

SPECTRUM: You have?

DRAGON: I can name an excellent version of King (The King) - and a really good wargame called Kingspie!

SPECTRUM: And?

DRAGON: And on the Cuckoo! series and several others.

SPECTRUM: Why do they almost all feature poor screens?

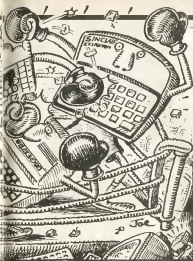
DRAGON: Don't they?

SPECTRUM: And why are Dragon joysticks so hard to use?

DRAGON: I'm going to cry again.

BBC: Keep your chin up, old boy, at least your version of Basic is pretty fine, eh? More than you could say for our American-based over there.

COMMODORE 64: Gee. I'm glad you hadn't forgotten me, because the way I am it'll be the one you should be comparing yourselves to. Just look at me: eight graphics, 4-channel sound. Compared to me Spectrum, you're a shock. Your graphics are limited, your sound almost non-existent. What have you got in

**WELL MACHINES:** (In chronological order)

COMMODORE 64: It's all speculation. You people don't get how a simple decent game to your credit. Basing you now is a gamble. But the most exciting games machine with proven potential. It's no gas jets ratio.

BBC: Tanker booster.

COMMODORE 64: You can't talk. Go back to your TV company.

VIC: Near hour.

SPECTRUM: Tired of arguing already?

COMMODORE 64: Of course not, schneck.

DRAGON: How now, manure?

COMMODORE 64: Shut up, dude!

DRAGON: I'm gonna cry!

ALL: (except Dragon)
AAAAAAAAAAAGH!

The rest of the debate is lost in a cacophony of noise. Not at morning, the chart below had mysteriously appeared on an office desk. What can it mean?

Notes: All ratings are out of 10.
"System compatibility" is rated high if high quality populates our easily be converted in the machine; low if special interfaces are needed, as the machine's dedicated populates are not top quality.
"Games quantity" measures the number available now in the country.
"Games quality" measures the quality of the best games or 10 games on that system.

"Type loading" is a measure of both speed and reliability.

"Games prospects" is a guess at whether many more high quality games are likely to be released for that machine.

Comments about this chart should be addressed to the PCG hardware cap-board.

match a game like *Loon*? Or *Forbidden Forest*? Or *International Soccer*?

SPECTRUM: How about *Stop the Ex-press*, *Muggy and Manicover*? The second I grant you. I can't match, but you can't lecture me on graphics. And I'll tell you when, for all your pretty pictures, you can't offer any games with lasting appeal. Most players are bored with simple arcade fare. They want lots of locations, a difficult task to solve. Where's your *Alien Area* and *Julius Meinl*? You're nothing to match yet for *Moby*. Or *Porcupine*. Or *Lords of Midnight*.

COMMODORE 64: There are cheap big kids just look at this month's game of the month. Then a going to be the first of many 64 arcade adventures. You're gotta remember. I'm still quite a new machine. I've got a long list on a hand of me — and my potential is only just beginning to be realized. You can the other hand, are aging quite a bit. I wonder which of us will sell better this Christmas.

AMSTRAD: That is a very interesting

question. 64. I wouldn't be too sure it's either of you. The market's changing. You little boys have had your day. But now it's the big boys' turn. People who want a machine with a future will buy me.

VIDEO MACHINES	RATING									
	GRAPHICS POTENTIAL	SOUND POTENTIAL	JOYSTICK COMFORT	SOUND RELIABILITY	GAMES QUALITY	GAMES QUANTITY	PRICE COST	PRICE LOADING	GAMES PROSPECTS	OVERALL
1980/1981/82	7	5	5	12	10	7	2	2	2	2
COMMODORE 64	10	10	10	10	10	10	2	2	10	10
VIC 20 - 128	8	8	10	8	8	2	2	2	8	8
BBC	8	8	5	5	7	2	2	2	7	2
ELECTRON	9	6	5	5	8	7	2	2	8	8
ORANGE	8	6	4	5	6	7	2	2	8	5
ALAN	10	10	10	5	10	2	2	2	10	10
SAC-4MOS	7	7	5	5	4	7	2	2	7	7
128	5	8	5	5	7	10	10	10	5	5
AMSTRAD	10	10	10	5	4	7	2	2	10	10
128/128	8	8	10	5	5	10	10	10	8	8
128	8	8	10	5	5	7	2	2	8	8
SPECTRUM 4800	10	10	10	5	7	4	2	2	10	10
128	10	10	10	5	7	4	2	2	10	10
128/128	10	10	10	5	7	4	2	2	10	10

fantasy

SOFTWARE

"Ziggy turned, his fingers clutching the trigger of his capsule gun, something had startled him or had it?

He looked back, he had grown very tired from his many exploits in THE PYRAMID negotiating 120 different chambers and coming face to face with some pretty nasty aliens.

No sooner than he had accomplished this mission, he was summoned by Time Lord Hamilton (known as SuperHam to his friends) to go to DOOMSDAY CASTLE and to save the Universe from the infinitely evil Scauthallings bringing no small task took several megayears. By this time Ziggy was completely exhausted, his capsule juddered, dented and wobbling as he limps in the direction of home, a real super hero of our time. Unable to leave the Universe undefended he radioed his great friend and colleague Beaky on the planet of Crackit to stand guard until his return.

Beaky would normally assume this role without a second thought, however he had his own problems to face for the dreaded Eggknatchers had resumed to threaten the very existence of his breed. Beaky's survival instincts do not allow him to leave Crackit until he has received enough checks to fight off the Eggknatchers. In order to crack it, he must pass through 12 different stages each getting progressively harder.

So we route it, Ziggy returning home for a complete rest under the illusion that Beaky is defending the Universe, surely it can't take Beaky that long to secure his own species and when will

Ziggy be
back 7"

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You'll find all the programs featured here at your local Acorn stockist. (To find out where that is, simply call 01-200 0200.)

Alternatively, you can send off for the Electron catalogue and order through the post by writing to Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Tel: 0933 79300.

GRAPHICS: Graphs & Charts, Creative Graphics, Picture Maker.

BUSINESS: Personal Money Management, Desk Diary.

EDUCATION: Tree of Knowledge, Pecko-Computer, Business Games.

LANGUAGES: LISP, FORT11, S-Pascal, Turtle Graphics.

GAMES: Starship Command, Monsters, Chess, Draughts and Reversi, Snapper, Meteors, Hopper, Sphinx Adventure, Arcadians, Free Fall.

QUIZZES: Theatre Quiz, Crime and Detection Quiz, Music Quiz, History Quiz, Science Fiction Quiz, ... I Do, The Dating Game.

CHILDREN'S EDUCATIONAL SOFTWARE: Happy Numbers, Timeman One, Timeman Two, Wordhang, Happy Letters, Map Rally.

ACORNSOFT

DIANA

Ant attack has no spectators in this month's battle, and, surprisingly, JD Ant Attack control. Even before the trial began, pro-Chamber henchmen were refused the Master should have passed the preferred diet of the contestants. Jason West of Devonport was sporting a badge proclaiming, "Demand Matthews should be stuffed" while Diana Theodore, now of Canterbury, wisely pointed at the very mention of meat.

Neither though has any objection to blowing up a few good ants if they get in the way. During Quackshot's impressive Spectrum game.

Ant Attack takes place in the walled city of Antidonia where mazes, towers and steep canyons in bizarre forms to provide cover for the grotesque and fearsome giant ants which live there. These horrible creatures have stolen your boyfriend/girlfriend and your job is to get 'the loved one' back. Armed with only a few grenades and your wife you have over the water wall and begin your search. The game features superb graphics and animation with fantastic 300 scenes of beauty.

Both Diana and Jason are masters of the game's control and strategy. Their high-scores bear witness to their prowess. Diana, with 48,335 had defeated kind-over Jason's best of 43,980.

When you find out how much time two play computer games, though, these huge scores are understandable. In years old Diana plays in a staggering two or three hours per day on games, while Jason 15, plays for a more modest two or three hours every other day.

Both have been Spectrum owners for quite some time and are dedicated gamers. Diana buys a new game "every week", which adds up to quite a lot over the year and a half she's had a computer. Jason too buys a lot of games and is also an arcade fan, obsessed by the intricacies of Pacman and Dragon's Lair.

But there was no secrecy in his tip for playing Ant Attack. "Viciousness" he says just. For those with no Spanish this simply means "We shall overcome" which is not much help to the rest of us but seems to work well for Jason.

Diana did give some more detailed tips including the essential information that you should "use the ants to jump over the wall and get your man home", a technique both players used to great effect.

Bounting

Both commenced with Jason using joystick and Diana keys, and almost immediately the triumphant music proclaimed that time were being saved. At the beginning of the game both players knew just where to go to find their loved ones.

Penetrating ants with great rapidity, both had reached the loved ones after a



Taking up the battle ants in the strange city of Antidonia

mere five minutes, scoring well over 30,000 points. The screen displayed taunting messages such as "Who would have thought you could get so far?" followed by a sly grin.

And nobody was silly. After ten minutes they had scored new bests and were ready to break the 40,000 barrier. By now the city was swarming with creep ing monsters, and both Diana and Jason were desperately running and throwing grenades.

But the end was in sight. Almost simultaneously they leapt over the wall with their friends and the game was over. The scores were an upset for the firm boys. Jason - 48,138 and Diana - 47,985. Jason scored his best ever result but Diana was a couple of thousand below her best.

Huge scores

Another contest reversed the positions with Diana scoring 47,845 and Jason after blowing himself up several times with his grenades, reaching only 43,028. With two such huge aggregate scores one of these survivors of humanity a loser?

He couldn't. He got too much lost. So this month two brave gamblers leave the Challenge Chamber with the heads of the human race trailing in their cars. And the moral of the story is that if you want to see how a girl squares



Diana Theodore - home of precision to find her high scoring



Jason West - achieved a personal best with sword



for two vegetarians

AV JASON

The Master's massive mail

One of the Master's minions has just arrived freshkins after running all the way from Sweden with this question: Am I the first to have managed 'Savage War'? On 1st July I got out the jungle. Well, Jonas Holten, the winner is, no. You're not. The status of this very magazine escaped some time before you and is alive and well in the office to prove it.

But what does Jonas and all the other Challenge fans who have sent in letters for Litanus's new game. Scores of around 100,000 are not uncommon. But more interesting is the time it takes you to manage from the stage. So I'm looking for referee persons who can offer the game as fast as possible (and with a LOM a get ready as possible). So get those referee scrolls in.

Meanwhile back on the other machine, Chucky Egg is still answering strong feelings and messages. Some Richard Mansfield of After don't has managed 10,338,990 in a game lasting 13 hours on his Spectrum. This is just the kind of score the Chamber Master is inclined to doubt, but he had to believe it when he saw that Richard's form had been witnessed by a 'Minister of Religion'.

The Master's faith was bolstered by the long and detailed letter of Lita that Richard sent with his form - yes we hope to print in next month's Tricks 'n' Tactics.

Stunned

Raymond Graham of Berkshire sent an impudic Chucky Egg letter which almost made the Master sweat blood. Referring to July's Challenge Chamber he says: 'You had a Chucky play off - without me in it. I'm not being hyperbolic but I could have killed it. I was utterly stunned and three later angry for not being given the

chance to prove myself.'

He goes on to say: 'That's all water under the bridge and I'm prepared to just be called the best and forget it. Very magnanimous. A gift you're about 7,000,000 behind the new Space Overhangers. Raymond.'

A couple of letters the Master received were so amusing that he thought they should get a wider readership so look in Elysia back for a starring Snapper story and some missed tips for Chucky Egg on the Dragon.

Room has run out for the Challenge Chamber this month, but as the next issue the Master hopes to print a lot more of your tips, funny stories and massive scores - so keep taking the message and sending the letters.

The scores to beat

GRIDRUNNER VIC 30

- 447,880 Steve Hall, Torking
- 310,970 Steve Blair, Tunbridge
- 310,000 Andrew Halpin, Hereford

REVENGE OF THE MUTANT CAMELS COMMODORE 64

- 1,085,000 Tom Barnes, Southampton
- 8,000,000 Alan Dickinson, Glasgow
- 4,320,000 Steve Philip, Kilmory

SHEEP IN SPACE COMMODORE 64

- 1,144,880 Tom Barnes, Southampton
- 908,370 The Appleway, Rochester
- 804,000 Diana Hawthorn, Telford

SARNEWOLF SPECTRUM

- 113,240 Robert Scott, London
- 102,040 Andrew Coates, Hull
- 98,215 Graham Chubb, Oxford

3D ANTAIR SPECTRUM

- 40,330 Brian Thompson, Canterbury
- 40,370 J. Jones, Knebworth, Herts
- 40,300 Janet West, Dorking

ROMEO VIC 30

- 2,102,000 Mike Leadbey, Aberdeen
- 1,018,000 Steve Perry, Glenborough

CHUCKY EGG BBC

- 5,027,330 Sarah Paul, Wrexham
- 5,014,880 Ian Cox, Newcastle, Essex
- 4,900,730 Sandy Rough, Aberdeen

CHUCKY EGG SPECTRUM

- 10,338,990 Richard Mansfield, Aldershot
- 5,001,200 Paul House, Croydon
- 3,200,000 Raymond Graham, Birmingham, Liverpool

CHINA MINER

COMMODORE 64

- 5,100 Robert Ireland, Prestbury, Chesh
- 4,100 Andrew Russell, Wirley

FORBORN FOREST

COMMODORE 64

- 504,380 Jonathan Kemp, Thelved
- 314,291 D Lutter, Hildesheim
- 313,000 Kevin Leonard, Pongyfield

CHUCKY EGG DRAGON

- 5,000,000 Paul House, Croydon
- 370,370 David Bates, Farnley, London
- 231,000 David Hunt, St. Asaph, Gwent

SEND US YOUR RECORD SCORES

You too can achieve nationwide fame by sending us your high scores on any popular game for any machine just fill in the form below.

But remember: You may be summoned to the Challenge Chamber to prove that your skills match up to your claims.

OK - I'll dare the Challenge Chamber

(This portion will be filled in by witness)

Name

Name

Address

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Telephone no. (if possible)

Telephone no. (if possible)

Game

Machine

My record score is

scored on (date)

in a game lasting

time

secs.

Signed

Unsigned

I confirm that the above claimed score is genuine.

Signed

Here away tips for playing this game well.

Post this form to Challenge Chamber, Personal Computers, Games, Evelyn House, 62 Oxford Street, London W1A 2HS.



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Please remember to check compatibility and carefully read software boxes. *Not recommended

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1 **How to cross safely.** The key is to understand how the cars move. Until level 6 there are simply two cars moving in each direction. After each car has passed, there will always be a pause before a car of the same colour comes again. So if no other happens, two cars go through together in one direction; you will be safe from that direction for a bit.

Usually the best policy is to stand either at the top or the bottom of the screen, wait for two cars to go past together from the direction which is hidden, and then cross. Should a car then come from the other direction, it will have to travel up or down the entire screen to hit you, so you should have time to take evasive action.

Remember — safety first: the game ends if you get hit by a car but, if you're simply too slow you get two more turns. So try to relax, take it easy and cross the road very carefully.

2 **Plan your route.** You should compromise between the need to take bonuses in sequence and the shortest routes up the street and the need to cross the road as few times as possible.

Sometimes it's better to take a series of bonuses on one side of the road even though you will then have to double back a little to do bonuses on the other side. Here are the recommended sequences for the first five levels (L=left, R=right):

- 1 LLLR
- 2 RRRLL
- 3 LLLRRLL
- 4 LRRLLRR
- 5 LLLRRLL



3 **Don't cross unnecessarily.** From level 3 onwards, you're often faced with the frustration of having the dustcart parked next to a grass verge.

It is tempting to cross it to simply give the dustcart last name bonus out of turn, a not worth it. Your time bonus will probably fall further by stepping on the grass than if you walk the extra distance. And if the verge is opposite the house you're working on, you'll lose your top.

You can sometimes avoid the problems (on levels 3 and 4) by walking down the OUTSIDE of the dustcart to reach the back.

BE A DEMON DUSTMAN!

Never let them tell you that being a dustman doesn't require skill. You need every ounce you can muster when you take on the job at *Trashman*. New Generation's colorful and addictive game, *The Spectram*, version was released earlier this year and we previously dubbed it a PCG hit in our June issue. Since then an equally good Commodore 64 version has come out.

But after you've got used to the game's remarkable graphics and original plot, you must spend considerable time mastering its many subtleties to get a high score. Many of all you have to keep your wits. Chris Anderson tells you how.

4 **Don't enter pubs and cafes anytime you have to.** These appear from level 3 onwards. If you enter one you may collect a large time bonus. But there's a 50-50 chance that you get no top and emerge "drunk" or "blasted." This often prevents you finishing a time.

So the correct strategy is to make the pub or cafe one of the last places you collect a top from. If you're running very short of time, you may then have to gamble by entering them.

Learn to avoid the dogs. This may not seem important early on, but as level 6 dogs will sometimes attack even if you haven't walked on the grass. If you get bitten, you lose 1000000.

Using this advice, you should soon be able to reach level 6 and score 10,000 points. If you can score much higher than that, write to Challenge Chamber.

TRASHMAN: THE GAME

YOU'RE A DUSTMAN collecting rubbish from three streets of houses in the fictional town of your rubbish. Every house has a certain number of rubbish items. You have to collect them in turn, collect the dustbins, it is the last thing you do and return it if you can do the whole round, stopping all the while with the dust. You will be offered a tip which will increase your time. However, the dustbins are not always empty. Only one of the dustbins will be empty. To fill you each time you cross the road. On the first level you have empty the bins of the houses. Each further level adds an extra house and various other obstacles.

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Through the Forbidden Forest

SPOIDER Load how you intend to play (as with all screens in levels 1 & 2) then from the first spider to give yourself room to leave your rights as he so they will go. Then move towards subsequent spiders as they appear. They will turn and run from you and you close until you're close enough to shoot. Warning! If you stop running the spider will stop also and turn on you.

WIS No special techniques just wait. When the spider is close wait for the hint to come alongside you and shoot them.

FRUG Keep on eye on the top of the screen before and during reloading. Shoot frogs from side-on.

DRAGON Get right to the left of Dragon when he's flying horizontally across the screen. If he's coming from the side run on ahead of him drawing his fire until you see a break in it. Then stop running let the Dragon come above you then sharply swing slightly ahead of you and fire.

GHOS Load straight away - sometimes the ghost will appear right in front of you. Otherwise chase the skeletons as you would the spiders (they're worth 1,000 points each) and you can get an eye about the ghost.

SPARK Load straight away as sometimes you can die immediately without aiming, and hit Richard with your witchy cat for the version.

BENUGORDON Run as fast as it's made out to be! Set your sights to near the top of the screen (just a few character blocks away). Run from side to side and if you look carefully and closely enough you will see the dragon passing in front of or behind the more distant trees. Watch out for his legs, just above the grassy edges, which he's still small, and as he gets larger a straight edge (protruding up part of a tree). When you're caught sight of him turn to the correct angle and fire. Note: lights are the worst for movement. Load & I have been through all four levels and levels one and two again for 385,000.

Mice advice

Here are my tips for playing Commander Cat on the BBC.

Leave Colour at different places, and measure the movement of the mice.

Don't attack a mouse that is about to move on - keep your distance if you wait he'll come back again.

If there more rather above the cat they chase along a side to the top. They will all run and at least one should appear at either bottom left or bottom right corner.

Most on the second from the bottom shell - a mouse will soon appear near you. Try to get as many points as quickly as possible on the white mice.

Don't take any risks - go around the edges if possible.

Chris Byrne, Gloucester

Mastering Mushroom Menia

I've scored 100,000 on Mushroom Menia for the Disc Home on my Igo.

SPOIDER Make sure there is enough room to get under him. If he's too low move up the screen and he should follow you. Then manoeuvre your blaster under him. Remember that after shooting him you won't be able to move up for a couple of seconds because of the water so don't try to shoot him when you're at the bottom of the screen and some things else is causing him to move down. Wait until he moves down to just then are over him. You should do this all the time when the spider and Pac-Man go across the screen together - wait or try to shoot.

the spider if Pac-Man is close. **PAC MAN** As long as you are not on the same line or are behind him he will not touch you. Listen for him coming.

CONTINUE Try to keep it as late as possible. Don't have lots of segments all over the screen just ahead of the end.

Chris Smith, Bradford

Protection racket

While playing Malware, House's latest game Master I noticed an amusing bug. When it asks you how much you would pay to stop the mob putting a contract on you it asks you for an amount of 10,000,000. You can enter 7 thousand million dollars. It actually helps my game.

A Wilkeson Pooley



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With your planning to get even the most complex of the game, you can win it by the end of the year that they're the most difficult when you play the game.

All you have to do is read up on the game to get high scores on your computer games. You can win it by the end of the year that they're the most difficult when you play the game.

Derek Wigham, Malware, Birmingham



Tricks 'n Tactics

Just Set Willy Pokes

I have a few for *Just Set Willy* pointers to add to those recently printed in your magazine. They should be entered after loading the first part of the program using MERGE.

and then pushing them on lines 31-34. The rest of the program can then be loaded by typing RUN.

1) POKE 31671,0 This means that as soon as you go into a room you get all the objects in it.

2) POKE 31632,2 This makes the objects you run down so the game is easy to solve.

3) (for unidos) POKE 31670,0 This means objects don't disappear when you collect them.

4) POKE 31653,0 The screen fills with objects.

5) POKE 31663,0 This means you can't get any of the objects. You just walk through them.

I have not enclosed my address because I am not sure whether it is legal to "attack" programs this way. Is it?

Michael Smith

Yes, it's quite all right — just so long as you don't make a few adjustments to it and then try to sell it to someone as your own game! (But who'd want to buy a game where you can't collect the objects?)

Get to grips with Endrunner

I've scored 171,580 on Mr. Mayer's awesome game for the Vic. My strategies simple.

Clicks vertically and does not the metal door up north. As the zipper approaches on its second pass, move to the left extremity of the screen and blow away the remaining droeds.

When you do this, you have the advantage that attack can come from only two places — from the right and the one above. If the droeds are on consecutive rows and fire down the grid, or the x appears in low and parallel to the droeds, come bang and avoid the droeds, destroying them as they reappear.

Avoiding droeds on low levels is relatively simple and requires only a little play to the required level — psychic accuracy essential.

Paul Robertson,
Dumfries

Bonus advice

I have my own way of playing *Shrap in Space*. The best tip is to learn the amount of gravity which affects the curve of the laser. This is crucial when trying to kill a charge carrier.

Another tip is to start off the screen by blasting off all the hostile disposable space. After that, destroy the charge carriers.

Tim Appleday, Stockport,
Cheshire

More on Jet Set Willy

In the *Gregory* you can get a midget's head. Position yourself on the steps under the bridge. Press jump about five times. This will give you a midget's head.

Also, try score 38333.44 (after loading the first part of the program using *WATER*). What it does is allow you to get walked up a lift hand wall if you jump from underneath! You can jump twice as high as usual. Useful for the *Nightmare* room!

Mark Woodcock, Ruffing, W Yorkshire

How to Zoom above 400,000 points

I would like to give a few hints on playing *Zoom* (40K Spectrum). My personal high score is 409,160 followed by 406,150 — the former taking about 75 to 80 minutes, using 368 techniques and only playing 30 strokes.

When an AIRCRAFT attack is taking place there is a position on the screen where nearly all the planes fly through. The height to you has the center of the sight cross is where the large planes fly. An alternative way of finding it is by looking at the radar screen. The bottom of the viewing window will be approximately one line above the horizon.

To find the horizontal position of the sight plane the technique is the other to a position directly under the 7 of the word DEAR. In this position all RFP's will run into the line of fire, so will most planes, the only exception being ELECTRON beams at the bottom right of the screen (when they fire). This can be spotted before they get to their firing position because they approach at a level below the RFP's.

For the TANKS use both missiles and machine guns and place the cross as low as possible to avoid hitting the bridges. Using all the machineguns will work just as well — getting more hitpoints

Encounter with Encounter

When attacked by the monster (the diamond shaped ones) which make a horrible whining sound, pull back on the joystick and try to get the monster directly in front of you using the meter. Then keep on firing, keeping your eyes on the screen window not the meter until you kill it.

There is only one trap if suddenly while going backwards you hit a pillar go forwards a little then pull backwards at an angle which enables you to go round the pillar. The effect of pulling back on the joystick is that it seems to make the monster move slower giving you more time to blow it up as it comes.

Can anyone help with the *Encounter* for the 64T I just can't get on with the core.

Simon Holbrook
Isle of Wight

Subrowell savvy

I have done it, the impossible, with the help of your map I am the first human being to complete *Subrowell*!

The great, wonderful achievement was done on this very day (July 23) at 4:03pm. My computer was my brother. Tony my personal operator was my wife Sue and my assistant driver was my sister-in-law Charmaine Garswood.

I had lots of luck in capturing a number of extra lives which proved to be very valuable.

After finding three pieces of the crystal I started to make my way towards the cave. After passing it still with only three pieces I found the fourth which was very close to the cave.

My proof of completing the game is the message which appears on the screen after you pass the keeper. The message tells you the next part of the four part score which I can now reveal is UNDER 2118,114.

My advice for other *Subrowell* lovers is

1. You need at least three people — one to operate joystick, one to look at map, one to run game button.
2. You need a joystick.
3. You certainly need PCG map.
4. The joystick operator must have lots of experience.

Andy Blithen, Thornton
Heath, Surrey

Sorry Andy — you're not the first to complete this game (see *Mocker*). Simon Wall players will be interested to know that the price of the *amulet* isn't necessarily shared but that it's always shared according to sequence of location.

Handing the first piece to one location often told you where the other three are.

David Thomas, Hatfield,
Herts

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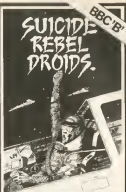
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Conversion query

Can you tell me what the main use brought up their games for the Commodore 64 and if they're bringing out Sabre Wolf for it. If they do, how much military cost?

Ian Dulach, Johnstown, Scotland

Sorry Ian but a spokesman for Ultimate said that they have no plans at present to convert their games for the Commodore 64 and are in no hope.

Moving question

I am having trouble with how to make my characters move around the screen. Could you tell me how to do it.

Alan

Try keeping the characters still and moving the screen instead.

Ultimate's rubbish?

I'm complaining about Ultimate's Sabre Wolf. Frankly it's OK as far as for the Spectrum and it's a load of rubbish. It's just another version of Ace of Aces that a wussy coward.

Jason Scoother, Chingford

Check out this month's Top 50 chart, Jason. I think you'll find that most people wouldn't agree with you about Sabre Wolf.

Hard sell

I'm phoning you about the way I got treated when I got into Scotland, some of Last week's soldiers. When I got in to try and purchase some software, I got insulted and thrown out. When I try to go to again I get broadly abused. I am getting sick of this as it is the only computer shop in my area that stocks software. Could you give me some advice?

Mark Bettensley, Manchester

They're a fierce lot at Scotland, Mark. Especially when they think you're just going to do the play the games and not buy any. Come on now lad - just how many games HAVE you bought there? The Commander awaits your reply. Everything.

Running circles round your Cric

After hours of trial and error I've actually found a way for the Cric oval. What you do is draw a circle and then put on the command row, 1,1,29. The whole screen should stretch upwards and enter the oval onto a circle.

However if your screen goes all squashed like then adjust the vertical hold on the TV set and it should go back to normal.

Returning row, 1,1,31. Return the screen again. Up 1,1,6, down with Software Projects. Up with the Cric, down with the topic items.

Simon Dorewell, Birmingham



Matrix magic

I'd like to say to all 'Ya, version on the game Matrix by Ultimate, if you press the CTRL key, the ALT, the STOP key, the Commodore key, and the SPACE key during play you will automatically go to the next level!

Richard Simpson, Swindon

Ant Attack antics

A funny thing happened to me playing Ant Attack the other day. After picking up the third person to take home loads of people were online. I ended up with seven different people following me about. It was great because I could jump on their backs and if they jumped on each other's backs then I could climb up really high and jump off. Then I got a 'really full' warning. Has anyone else found this out?

Guy Patterson, Letchworth

Speedy bug

I've found a bug in Atari's Pole Position. When you start the race you have a time to do it in and the time increases or decreases depending on how well you're doing. But if your time goes over 100 seconds - say 101 - the game will only read it as 1 second so this stops you from getting high scores. My best is 11,250.

Chris Briggs, Bexham

Trashmen tactics

Could you give me some information on how to solve Trashmen and how to make him go faster and get more?

Barny Thomas

Sure can, Barny. Just turn to the new Trucks in Tactics section in this issue.

Up against the wall

Hi. I've just recently purchased a game called Mean River and enjoy it very much. Unfortunately I have a problem. On the eighth level - Mean Willie wants the Kombar - there is a wall down the middle and I can't get off the ground for cause of it. Is this a fault or can you help me?

Michelle Priers, Sevenoaks Kent

Code breaking

I'd like to talk about WinStar. I have the codes to get on to the various sheets.

For the 2nd sheet - WUTTY
For the 3rd sheet - SHLAGG
For the 4th sheet - RUDICP
For the 5th sheet - 3170279
For the 6th sheet - 232838
For the 7th sheet - 2M213
For the 8th sheet - HAMEE

Alan

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CURRAH μ SPEECH

Speech Synthesiser for ZX Spectrum

At last, a speech synthesiser for your ZX Spectrum. It's called CURRAH μ SPEECH. It's a complete speech synthesiser, allowing you to speak words and sentences. LET SE = "apple pie (paw) pie (paw) pie (paw)" will give you further control over the "voice" they are played, and an intonation facility will add expression to the speech.

μ SPEECH is fully compatible with ZX Interface 2 and may be used with the CURRAH μ SLOT Expansion Module. Alternatively, CURRAH μ SPEECH may be used with the CURRAH μ SOURCE Expansion Module. CURRAH μ SPEECH will also be compatible with the CURRAH μ SOURCE and the CURRAH μ SLOT Expansion Modules, allowing you to write in Assembly and PORTH programs directly to your BASIC program.

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WARRISH DEVASTATED

Domestic troops were wiped out 10 to 1 men in the defense of Warrish against an overwhelming Union attack early this morning (writes our Hlix correspondent).

(During one of the worst dust storms seen in the country since the beginning of the current five-year, it means Union invasion force of over 30 armies swept over the southern borders and annihilated all opposition.)

Warish commanders, who had just begun a missile strike against neighboring Dorena, were caught completely by surprise. The Union now controls a well-defended block in south eastern Hlix and Union commanders were on an expensive road at a price conference just this morning.

Behind the scenes, however, con-

siderable damage was scored over the loss of Hlixona. Last month the Union had to withdraw from Loxlon, and their defeat in Hlixona signals the end of their hopes in Central Hlix for the near future at least.

Secrecy

Meanwhile the Federation is maintaining a tactical silence following their surprise attack on Hlixona in the Northern Provinces. However a dismissal of secrecy surrounds Federation policies in Vindrich recently mentioned by Knapton. Will the Federation strike south into Zory? Or is this a continuation of nonsense? Time and your votes will decide.

The Commune continued to struggle with the problems posed by their divided positions in the Central Commune territories. Absentee, Nardland, and Zory continued to build up defense forces. Knapton mentioned an abortive attack against Hlixona, but succeeded in destroying 15 Dominion armies in the process.

Commune commanders weren't laughing, however. They lost 18 armies in the attack and as a result of a neighboring missile attack. More negotiations from the Knapton war-cabinet are confidently expected.

Confidence

Meanwhile in Dorena there was widespread confidence following a missile

Commune build-up. Dominion commanders in Dorena have recently started building shelters.

The outcome of next month's votes should prove very exciting. There are still much games to be had in the central territories and already the superpowers are showing careful planning in their struggle to control the planet.

However, power and prestige can all be yours. Get voting straight away and if you haven't already, post this order today. It is never too late, and the fate of a world is in your hands.

This month's moves

The following orders were received out by each country as decided by your votes.

DOMINION

Hlixon 8S, Hlixona 8A, Jordan 8J, Loxlon 8L, Olighon 8O, Warrish 8W.

FEDERATION

Knapton 8V, Teyron 8D, Upland 8U, Vindrich 8A, Dorena 8A, Pargon 8D.

COMMUNE

Borgoyne 8A, Calyria 8D, Dorena 8A, Nardland 8A, Knapton 8J, Zory 8A, Absentee 8A.

UNION

Papagay 8Y, Quiddan 8Y, Yankin 8W, Hlixona 8A, Chary 8Y.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

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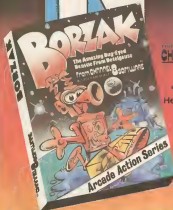
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